SCOOP! Sega Rally, Riverworld and Constructor

CD-ROM E

BIGGEST EVER ISSUE!

PC GAMER

The World's Finest PC Games Magazine

PC Gamer's ultimate guide to...

CHRISTMAS PRESENTS

FESTIVE REVIEWS
Tomb Raider, Power F1, Jetfighter III, Daytona, A-10 Cuba and more!

3D ACCELERATORS
Which one's the fastest?

FRAGILE ALLEGIANCE
A smashing space strategy game

THE ULTIMATE PC
We joyride the world's fastest PC

ON THE CD
MONKEY ISLAND 3
ULTIMATE SOCCER MAN 2
FIFA 97
TOMB RAIDER
CRUSADER: NO REGRET
STAR CONTROL 3
and comfortably more...

£10,000 OF PRIZES!
A Pentium 200 could be yours! Plus! Hundreds of other prizes in our huge Christmas giveaway!

Issue 38 'Christmas' 1996 £4.99

Future Publishing

9 771353 850017 13

WICKEDLY FAST 3D, WINDOWS & VIDEO

MATROX MYSTIQUE®

From the people who brought you Matrox Millennium, the world's favorite graphics accelerator, comes the next wave of graphics innovation for your home and mainstream business PC.

Matrox Mystique's state-of-the-art technology combines the new MGA-1064SG 64-bit graphics chip, advanced PCI design and powerful SGRAM memory for mind altering performance.

An ideal solution for both the home and office, Matrox Mystique provides outstanding acceleration for general Windows applications, 3D texture mapped games, multimedia CD ROM titles, and DOS games.

Unlike many of the competition's 3D *decelerators*, Mystique delivers true 3D game power with the highest frame rates possible and a unique set of 3D features not available with other products.

From now on your Windows 95 applications will explode onto your screen at over 44 million Winmarks. You'll play back TV quality MPEG and AVI video clips at a smooth 30 frames per second. And get the world's fastest DOS game acceleration.

Make obsolescence nightmares a thing of the past. Matrox's high quality Rainbow Runner upgrade modules (Q1 '97) redefine video on the PC. You'll be able to send video over the internet, play PC games on big screen TV, decode MPEG video in hardware, watch TV on the PC, and a whole lot more! Explore all the possibilities at an incredible price.

Satisfy your desire for the fastest, most complete 3D entertainment and multimedia graphics accelerator. Discover the plug and play world of *Matrox Mystique*. Starting at only £120 (ESP 2 MB).

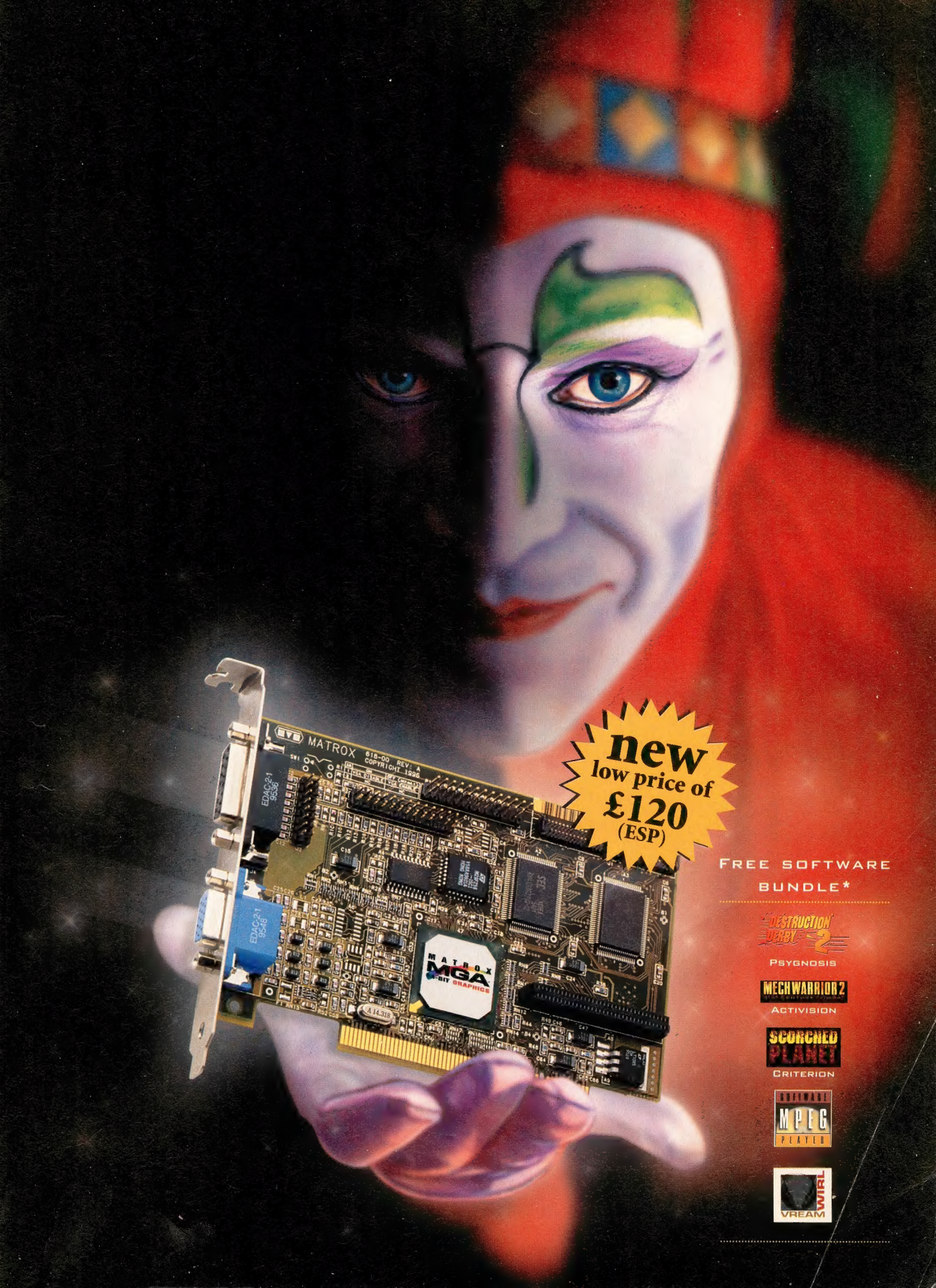
	Direct 3D Tunnel Test	Direct 3D Game Speed	Full PCI Bus Mastering	H/w True Perspective Correct Texture Mapping	8-bit Palettized Textures	3D Z-Buffering	Memory Upgradeable	1600 x 1200 Non-Interlaced
Matrox Mystique®	55	25	✔	✔	✔	✔	✔	✔
ATI 3D Xpression	25	NA [1]						
Diamond Stealth 3D 2000XL	23	14		✔		✔		

matrox

01793 44 12 14 http://www.matrox.com/mga

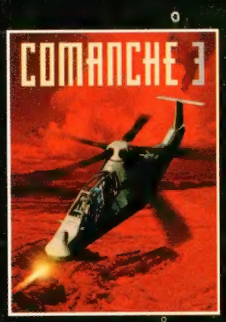
Matrox (UK) Ltd. 6 Cherry Orchard West, Kembrey Park, Swindon, England SN2 6UP Fax: 01793 44 11 99 BBS: 01793 48 99 06 *Retail version only

All Winbench 96 and Direct 3D tests conducted on Sept. 6, 1996 by Matrox Graphics Inc. on a Gateway P5-166 configured with Intel P5-166Mhz, 16MB of EDO RAM with 256K cache. Matrox Mystique, Diamond Stealth 3D 2000XL and ATI 3D XPRESSION were configured with 2 MB of memory for the PCI bus using driver releases 3.12, 4.03.00.2101 and 2.22 respectively for Windows 95. WinBench 96 1.0 tests conducted at 1024 x 768 resolution with 8-bit and 24 bit color at 75Hz refresh using large fonts under Windows 95. ATI has not released Direct 3D drivers for the 3D Xpression therefore drivers provided on the Microsoft DirectX 2.0 SDK were used. © Monster Truck Madness Microsoft Corp. Monster Truck Madness was tested in first person view, with dashboard off, map off, sky texture on, horizon on, smoke effects on, image quality high, texture normal,scenery complex, shadow normal, smoothing on, tire: tracks and particles. Test conducted at full screen 640 x 480 @ 16 bit. Direct 3D tests done using Tunnel from the DirectX 2.0 SDK. Diamond Stealth 3D 2000XL and ATI 3D Xpression tests were conducted at 512 x 384 @ 16 bit while Matrox Mystique tests were conducted at 640 x 400 @ 16 bit based on Gouraud shaded, perspective correct textured, point sampled, 16-bit per pixel color, dithered rendered polygons. (1) ATI 3D Xpression could not run the game. *Retail version only.


MATROX
MATROX MGA
128BIT GRAPHICS
new
low price of
£120
(ESP)
FREE SOFTWARE
BUNDLE*
DESTRUCTION DERBY 2
PSYGNOSIS
MECHWARRIOR 2
ACTIVISION
SCORCHED PLANET
CRITERION
SOFTWARE MPEG PLAYER
VREAM WIRL

COMANCHE® 3

TIME TO GET YOUR CHOPPER OUT.



The Comanche®RAH-66™. It's a nasty piece of work. Seize the controls for yourself in Comanche®3, the all-new state-of-the-art combat helicopter game. Featuring an incredible 3D landscape powered by the revolutionary new Voxel Space 2™ graphics engine. Startlingly crisp digital stereo. And multiplayer capability through network, modem or via direct connect.

Can you beat it? Over our dead bodies.

For more information please telephone NovaLogic on 0171-405 1777 or write to NovaLogic Ltd., 26-27 Boswell Street, London WC1N 3JD.

Comanche is a registered trademark of NovaLogic, Inc. Comanche 3, RAH-66, Voxel Space, Voxel Space 2, NovaLogic and the NovaLogic logo are trademarks of NovaLogic, Inc. © 1996 NovaLogic, Inc.

VOXEL SPACE 2

NOVA LOGIC™

PC GAMER
Issue 38 'Christmas' 1996
PC Gamer, Future Publishing Ltd,
30 Monmouth Street, Bath BA1 2BW
Tel: 01225 442244

Editorial

Fax: 01225 732275
Electronic mail: pcgamer@futurenet.co.uk

Editor James Flynn
Reviews Editor Steve Owen
Production Editor Ashley Young
Editorial Assistant Mark Donald
Art Editor James Blackwell
Deputy Art Editor Chris Bates
Contributors Jonathan Davies, Simon Williams, James Ashton, Grant Rencourt, Jon Smith, Gary Whitta, John Houlihan, Steve Faragher, David Woods, Dean Evans, Alan Driscoll, Trevor Witt, Danny Wallace, Paul Pettengale, Tim Norris

Advertising

Fax: 01225 732282
Electronic mail: jpagett@futurenet.co.uk

Ad Manager Jo Pagett
Sales Executive Judy Bailey

Future Publishing
Executive Staff

Publisher David Roberts
Assistant Publisher Jon Bickley
Circulation Director Sue Hartley
Group Managing Director Greg Ingham
Chairman Nick Alexander

Operations Staff

Pre-Press Services Manager Jon Moore
Scanning & Imagesetting Simon Windsor, Chris Stocker, Olly Gibbs, Jason Titley, Mark Gover
Production Manager Fiona Milne
Production Coordinator Colette Varga
Paper Controller Fiona Deane
Print Services Manager Matthew Parker
Print Services Coordinator Mark Constance
Production Administrator Cathy Rowland
Group Production Manager Judith Middleton
Circulation Pete Walker
Further Circulation Jason Comber

Subscriptions and Customer Services

Future Publishing Ltd,
FREEPOST BS4900, Somerton,
Somerset TA11 6BR
Tel: 01225 822511 (subscriptions)
Tel: 01225 822510 (customer services)

The subscription rates for 12 issues, including postage, are:
£47.40 (£59.40 CD) in the UK
£67.50 (£79.40 CD) in Eire
£87.50 (£99.40 CD) other countries

This magazine comes from Future Publishing Ltd, the largest and most sinister publisher of computer game titles in Europe. Other British magazines include: *Edge, PC Format, PC Plus, PC Answers, PC Review, PC Guide, Your Problem, Sega Power, Living Alone, Amiga Shopper, Amiga Format, The Band, CD-ROM Today, Loud & Bumpy, Total* and *T3*.

All contributions are submitted and accepted on the basis of a non-exclusive worldwide licence to publish, or license others to do so, unless otherwise agreed in advance in writing.

UK and overseas newsstand distribution:
Future Publishing Ltd – 01225 442244

ABC 45,190 Jan-June 1996

Printed in the UK, on paper.
All material © Future Publishing 1996

PC Gamer is on-line on the Internet as part of FutureNet. Accessing it is free; just point your Web browser software at: http://www.futurenet.co.uk

Next issue on sale: Friday 20th December, 1996

So long and...

THE PC GAMER CENTRAL heating seems to have broken, so, as a gesture of seasonal goodwill, I've invited James, Steve, Ashley, Mark, little James and Chris into my study to warm themselves by the fire. The walls are festooned with traditional Victorian decorations, a large Norwegian spruce stands in the corner, and seven empty stockings hang from the mantelpiece in order of size.

"What a happy Christmas this has turned out to be," grins a rosy-cheeked Steve, putting the finishing touches to our giant Christmas present feature. "We've had to work awfully hard, but it's certainly been worth it. PC GAMER's readers are sure to be pleased with what we've come up with."

Everyone else agrees, and raises a glass of mulled wine in a toast to Christmas.

Who would have thought, for example, that *Tomb Raider* would have turned out to be our game of the, er, four-week period on pages 82 to 86? It really is great. And who could have imagined just how mighty our Ultimate PC would be on pages 62 to 65, and what a difference it would make to our favourite games? I think upon all this and smile, although, at the same time, my heart is heavy.

Mrs Brown taps on the door and enters with some tea and another basket of sweet chestnuts, which Mark begins to arrange precisely around the grate.

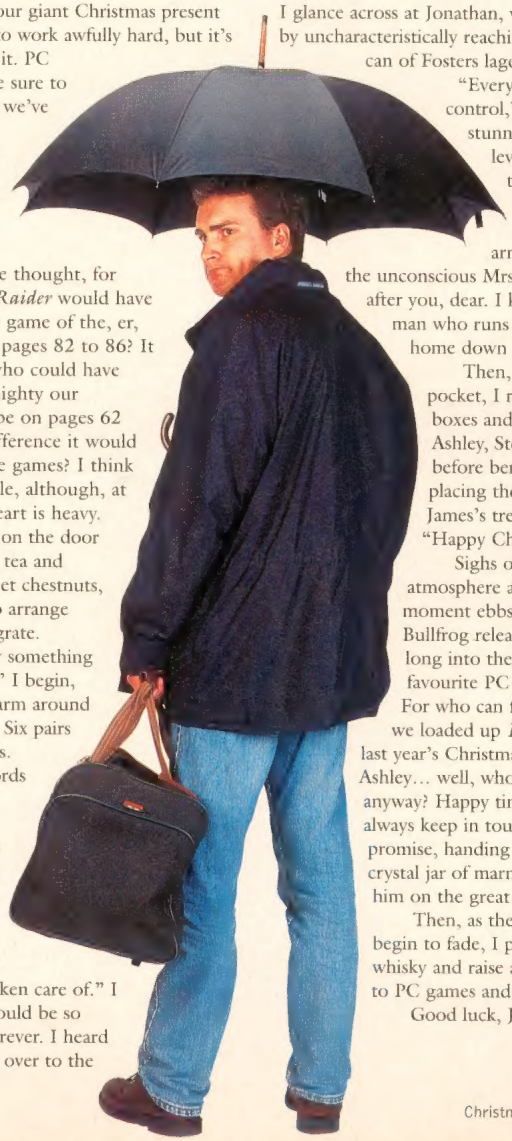
"There's actually something I need to tell you all," I begin, extending a paternal arm around six pairs of shoulders. Six pairs of eyes swivel upwards. "You see..." – the words aren't easy to find – "I'm off."

Little James puts down the bit of tinsel he's been poking into the glowing coals. "To finish your Christmas shopping?"

"No, that's all taken care of." I hadn't realised this would be so difficult. "No, off. Forever. I heard this morning." I walk over to the window and gaze out into the blackness, hands clasped behind my back. The tears can be suppressed no longer. "I've been 'redeployed' to another branch of the corporate empire which rules over us all. From now on I'm going to be appearing as Mick's long-lost half-brother Dwane in Neighbours."

Silence. Then: "So who'll give us our Christmas presents?"

Jonathan Davies
Former Editor



I glance across at Jonathan, who gives me my cue by uncharacteristically reaching for an ice cold can of Fosters lager.

"Everything's under control," I say to the stunned silence while levering myself from the depths of Jonathan's sumptuous armchair to resuscitate the unconscious Mrs Brown. "We'll look after you, dear. I know a nice young man who runs a lovely little nursing home down by the canal."

Then, reaching deep into a pocket, I remove five small boxes and hand one each to Ashley, Steve, Mark and Chris before bending down and placing the final one into little James's trembling palms. "Happy Christmas, everyone."

Sighs of relief rekindle the atmosphere and the anxious moment ebbs away faster than a Bullfrog release date. We laugh long into the night, reliving our favourite PC GAMER moments. For who can forget the evening we loaded up *Expect No Mercy*, or last year's Christmas party when Ashley... well, who could forget them anyway? Happy times indeed. "We'll always keep in touch, Jonathan," I promise, handing him a Waterford crystal jar of marmalade to accompany him on the great voyage.

Then, as the embers of the fire begin to fade, I pour the last of the whisky and raise a toast to Christmas, to PC games and to the future.

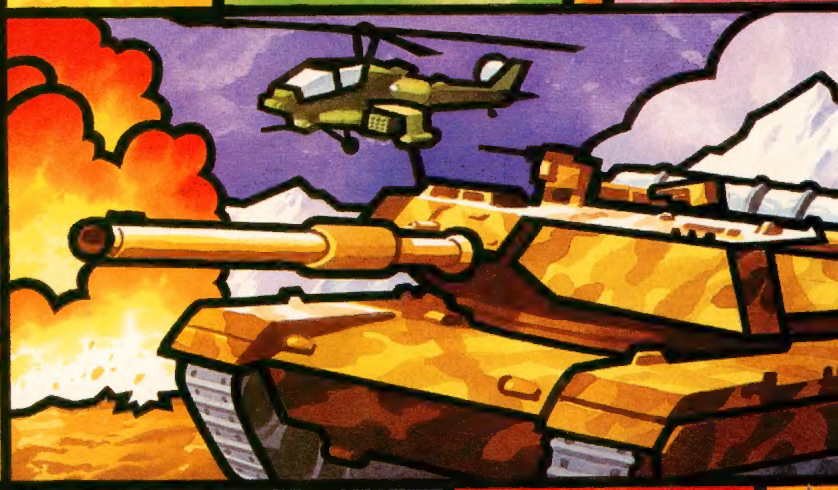
Good luck, Jonathan.

James Flynn
Editor

Contents

204 £10,000 of prizes to be won!

Win the Ultimate PC and piles of games and things in our Giant Christmas Contest.



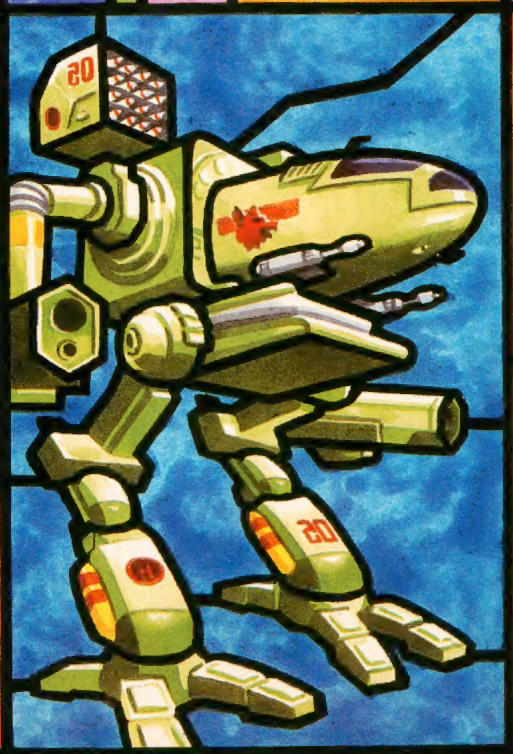
44 Christmas presents

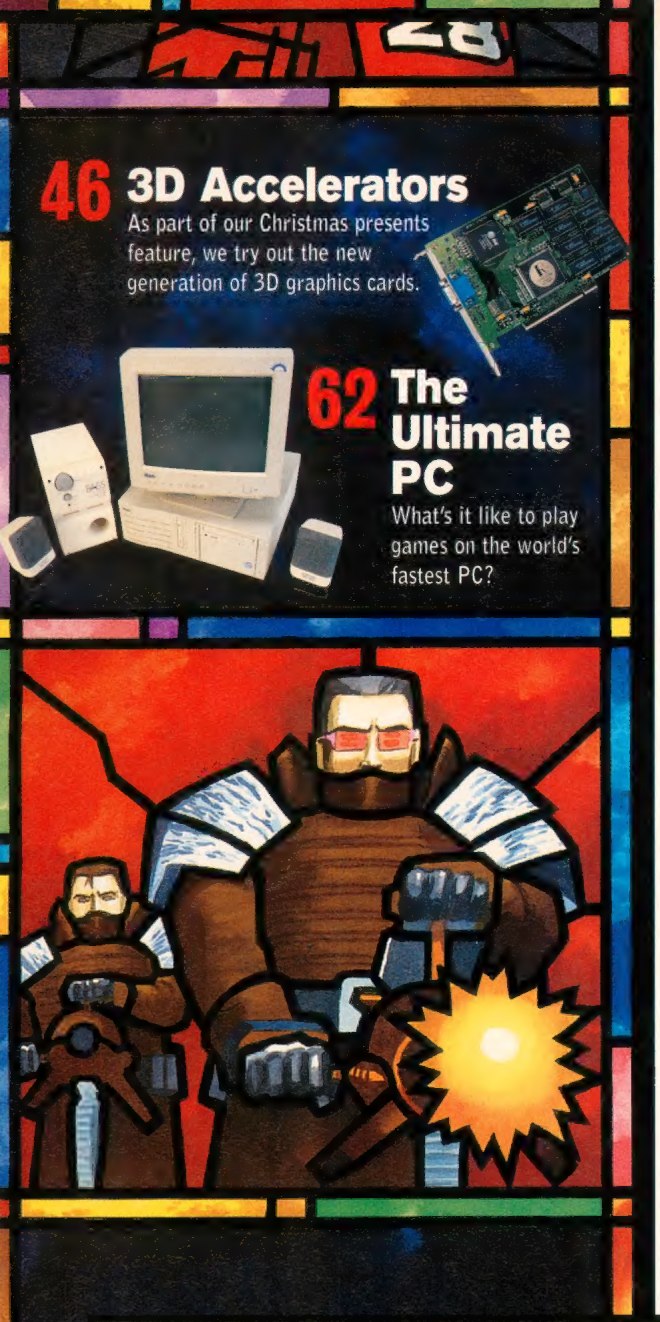
Happy Christmas, readers! And – here – have pages and pages of advice on choosing PC-gaming-related Christmas presents.

10 Coverdiscs

All about them.

TRY OUT THE LATEST PC GAMES!
Includes QUAKE GOODIES!
CD GAMER
MONKEY ISLAND 3
Just a trailer, mind, but it looks great!
ULTIMATE SOCCER MANAGER 2
Light a cigar and start a team.
FIFA 97
More football, only this time you play it.
Issue 38 Christmas 1996
PLUS!





46 3D Accelerators

As part of our Christmas presents feature, we try out the new generation of 3D graphics cards.

62 The Ultimate PC

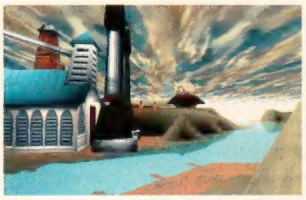
What's it like to play games on the world's fastest PC?

SCOOP!

18 Sega Rally

SCOOP!

20 Riverworld



SCOOP!

22 Constructor

HARDWARE

194 Systems
A Christmas wassail, presented by PCG's Santa-Claus-a-like.

198 The Money Pit
Christmassy joysticks.

REGULARS

5 Planet Gamer

26 Eyewitness
First pictures of the sequel to *Hexen*. Also, *Wipeout 2097*, *Sand Warriors* and *Alien Trilogy*. And all sorts of other PC gaming news, washed and prepared.

68 Diversions
Small pages of interesting items.

77 Cables
Your letters. Basically.

164 Back Issues
Missed an issue? It's missing you too. Be reunited here.

192 Subscriptions
Ensure a regular supply of PCG.

210 Fish Out of Water
A fish from *Quake*.

GUIDELINES

167 Championship Manager 2

174 Sam & Max Hit the Road

183 MechWarrior 2: Mercs pt 2

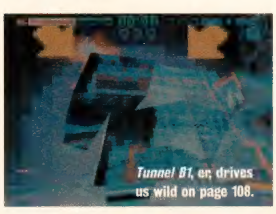
189 Foul Play Tips and cheats.

190 Q&A Your problems solved.

REVIEWS

158 3D Ultra Pinball: Creep Night
120 A-10 Cuba
153 Ace Ventura
139 Archimedean Dynasty
158 Astrorock
155 Blam! Machinehead
142 Clan Destiny

155 Creatures
132 Daytona USA
130 Death Rally
147 Discworld 2
96 Fragile Allegiance
157 Harvester
149 HyperBlade
113 Jetfighter III
104 Lords Of The Realm II
119 Madden 97
136 MAX
153 Microsoft Golf 3.0
151 Pinball Construction Set
90 Power F1
158 Pyst
129 Ravage DCX

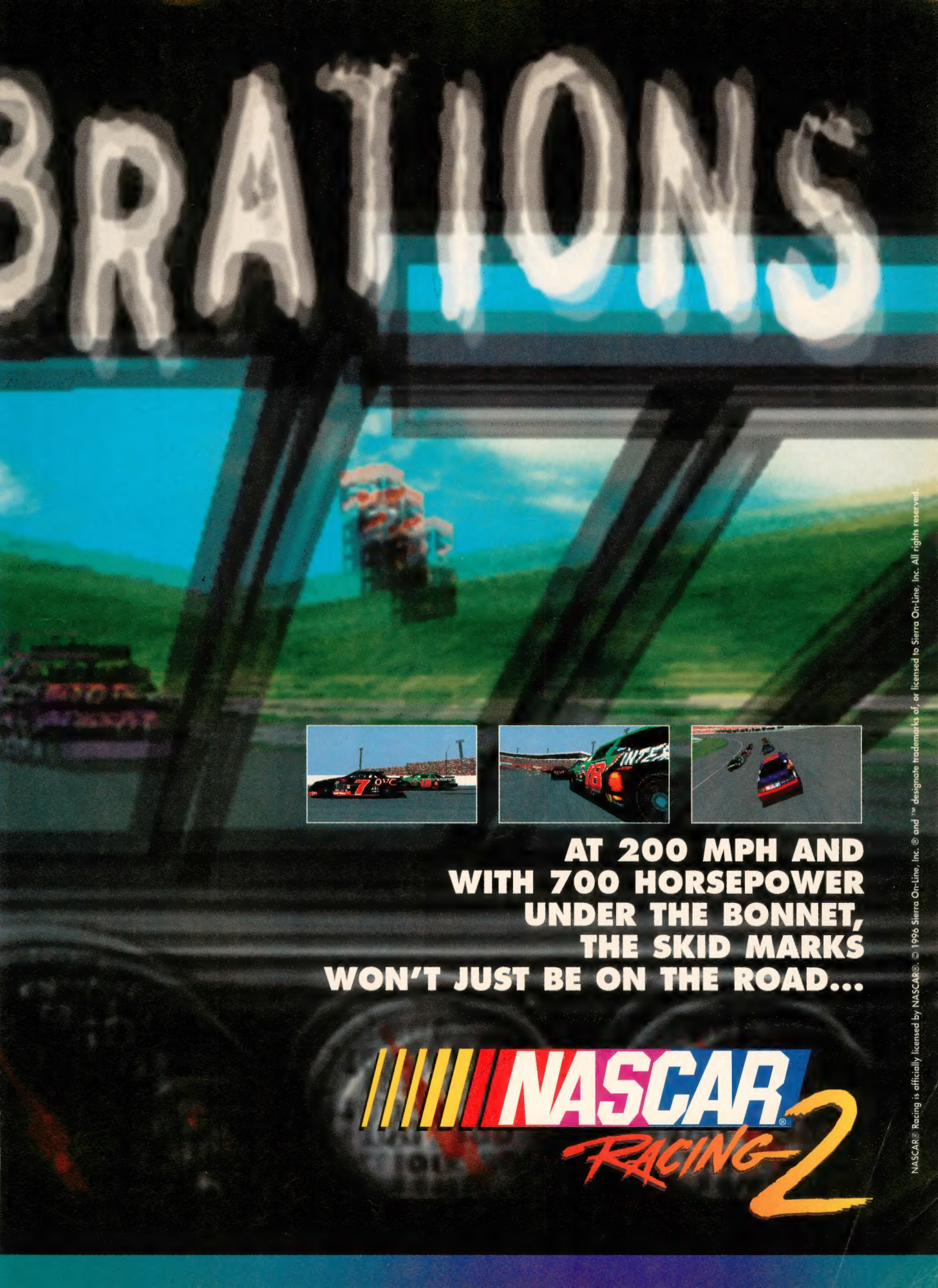


145 Rama
126 Risk
101 Sherlock Holmes: Case Of The Rose Tattoo
116 Star Control 3
141 Steel Panthers II
157 Steven Spielberg's Director's Chair
82 Tomb Raider
108 Tunnel B1

160 They're Back
Re-releases.

162 Netware
PC games on the Internet.

SIERRA®

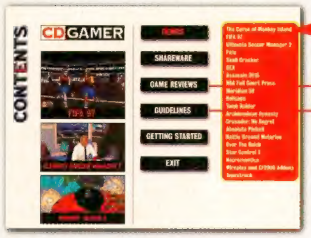

BRATIONS
AT 200 MPH AND
WITH 700 HORSEPOWER
UNDER THE BONNET,
THE SKID MARKS
WON'T JUST BE ON THE ROAD...
NASCAR
RACING 2
NASCAR® Racing is officially licensed by NASCAR®. © 1996 Sierra On-Line, Inc. ® and ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

CD GAMER

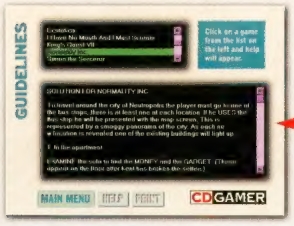
CD GAMER the Windows way

Happy Christmas, readers. By way of a gift, we offer you this special festive edition of CD GAMER. Attractively wrapped in its Windows interface it's overflowing with demos, shareware and other gaming goodies.

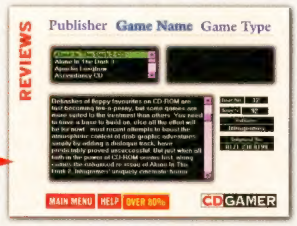
Once you've got CD GAMER running (full instructions are on the back of the case), this screen gives access to the main demos, the rest of the CD or, heaven forbid, an exit back to Windows.



Here's the main menu, from which you can install and play any of the demos and shareware games, and also access the reviews and tips libraries.



The tips and solutions section contains masses of information to help you out of tricky spots. We'll be adding more stuff each month.



The reviews library has details of every game we've reviewed in PC GAMER, nearly, including scores and some text. We promise to update it completely soon.

CD GAMER via DOS

CD GAMER from DOS looks a little rudimentary, but, hey, it's what's inside that counts – right, readers? From here you'll be able to access all the patches and WADS along with any DOS-only demos, though not Windows-only demos nor the reviews and tips.

The Curse Of Monkey Island

LucasArts

486DX, 8Mb RAM, Windows, Video For Windows 1.1E

A video preview of LucasArts' new addition to the *Monkey Island* series of games. Launch the demo from the CD GAMER Windows menu and enjoy over three minutes of video footage. Microsoft Video for Windows is required, so if the video doesn't play, please install this from the CD GAMER menu.

FIFA 97

Electronic Arts

486DX2/66 (Pentium 75 preferred), 8Mb RAM (DOS Version) 16Mb RAM (Windows 95 Version), DirectX 2 (please read DirectX warning first)

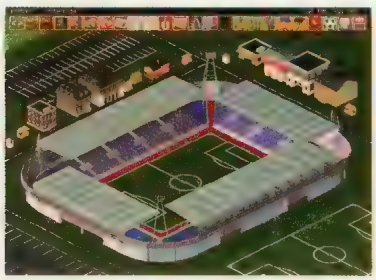
Two versions of the *FIFA 97* demonstration version are available on this month's CD, one for MS-DOS and one for Windows 95. There are different memory requirements for each demo, so take note of the above requirements, and the MS-DOS version will require the SET BLASTER variable in the AUTOEXEC.BAT file before your sound card can be detected. Both versions will run directly from the DOS and Windows menu. However, if you experience any difficulties running the demo from the Windows menu, close the menu down and use Explorer to run the file FIFAWIN.EXE from the FIFA97 directory on the CD.

Ultimate Soccer Manager 2

Sierra

486DX, 8Mb RAM, MS-DOS

The interactive demo of Sierra's new football management simulation (reviewed last month and, on account of its accessibility, tactics editor and unrivalled match view, awarded 75%) is designed for MS-DOS only, and the default installation directory is C:\SIERRA\USM2DEMO. When installation is complete you should change to this directory and type SETSOUND to configure your sound hardware followed by *USM2* to launch the game. Wear your sheepskin coat proudly.

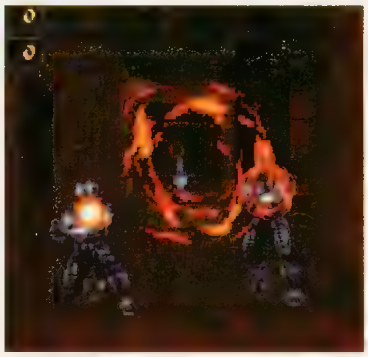


Fate

Intracor

486DX2/66 (Pentium 75 preferred), 8Mb RAM, MS-DOS

Fate must be installed to your hard disk from the CD GAMER DOS menu. The default installation directory is C:\PCG\FATE. When the installation has finished, change to this directory and type SNDSETUP to configure your sound card followed by FATE to start the game. If you wish to try some of the higher screen resolutions this game is capable of using, start the game by typing FATE /VIDMODE and if you experience any lock ups or crashes try disabling EMM386 in the CONFIG.SYS file.



OTHER DEMOS

Skull Cracker

GTE

486DX2/66 (Pentium 75 preferred), 8Mb RAM (16Mb preferred), Windows 95, DirectX 2 (please read DirectX warning first)

Skull Cracker will run directly from the CD GAMER Windows menu and has been designed for Windows 95 PCs using Microsoft's DirectX 2 drivers. You may experience an occasional error message when the game exits, but this can be ignored as it doesn't cause any ill effects. We definitely recommend 16Mb of RAM because there's a severe speed deficit on lower memory configurations.

Gex

Microsoft

486DX2/66 (Pentium 75 preferred), 8Mb RAM (16Mb preferred), Windows 95, DirectX 2 (please read DirectX warning first)

The *Gex* trial version must be installed to your hard disk from the CD GAMER Windows menu. An icon will then be created in your program list which can be used to start the game, and an uninstall routine is provided so that it can be easily removed.

Assassin 2015

Warner

486DX2/66 (Pentium 90 preferred), 16Mb RAM, Windows 95, DirectX 2 (please read DirectX warning first)

The *Assassin* demo must be installed to your hard disk from the Windows menu, and DirectX 2 drivers are also required before the game can be played. The game will run on an 8Mb PC, but there's so much hard disk thrashing that gameplay suffers enormously.

NBA Full Court Press

Microsoft

Pentium 75, 8Mb RAM (16Mb preferred), Win95

To experience the basketball action of *NBA Full Court Press* you must first install the game and the DirectX drivers from the CD GAMER Windows menu. An uninstall routine has been provided and can be accessed from the Add\Remove Programs section of the Windows 95 control panel.

Helicops

7th Level

486DX2/66 (Pentium 90 preferred), 8Mb RAM, Win95, DirectX 2 (please read DirectX warning first)

Helicops is designed for Windows 95 PCs and uses the DirectX drivers. Installation is from the CD GAMER Windows menu.

Battleground Waterloo

Talon Soft Inc

486DX2/66, 8Mb RAM, Windows

Installation of *Battleground Waterloo* is controlled by the CD GAMER Windows menu. We would also recommend that you install WIN32 from the GAMER menu before running this game if you intend to use it on a Windows 3.x PC.

Over The Reich

Big Time Software/Avalon Hill

486DX2/66, 8Mb, Windows, Quicktime for Windows

Over The Reich must be installed to your hard disk from the Windows menu and includes some video footage that requires the installation of Quicktime for Windows, although the game will function in a cut down form if you do not wish to install this. You should also install WIN32 from the CD GAMER Windows menu if your PC is still using Windows 3.x.

Stars

Empire

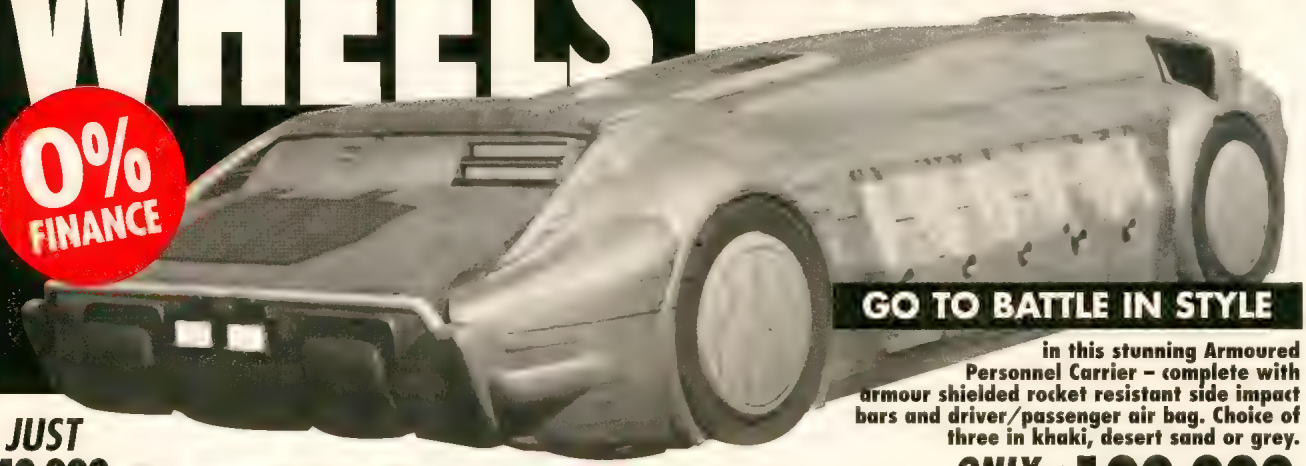
486DX, 8Mb RAM, Windows

Stars is a last-minute addition to the Christmas CD GAMER line-up – so late, in fact, that we didn't have time to include it in either of our menus. Not to worry, though, as it's very easy to ☛

INCREDIBLE DEALS ON WHEELS

LONG RANGE MOBILE SCANNING UNITS FOR ONLY **$89,000**

0% FINANCE



GO TO BATTLE IN STYLE

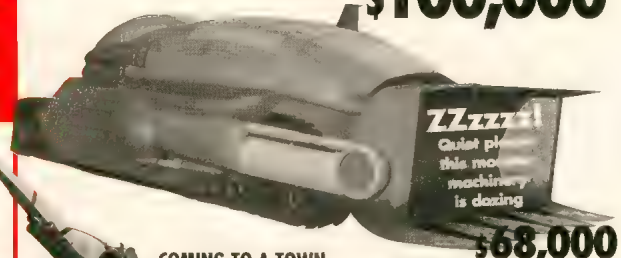
in this stunning Armoured Personnel Carrier – complete with armour shielded rocket resistant side impact bars and driver/passenger air bag. Choice of three in khaki, desert sand or grey.

ONLY $100,000

JUST $40,000

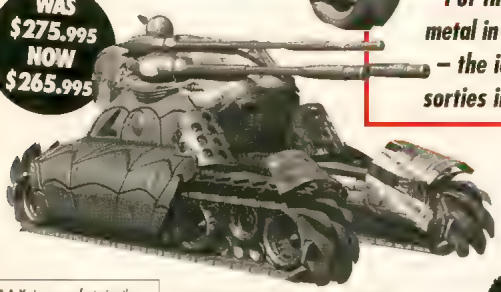
RED HOT HATCHES!!

Put the pedal to the metal in this nippy Scout – the ideal vehicle for sorties into enemy territory



$68,000

WAS $275.995 NOW $265.995



COMING TO A TOWN NEAR YOU, MOBILE MISSILE LAUNCHERS – don't get caught without one!

$180,000

SHOT DOWN IN FLAMES! Pick off enemy aircraft with the rapid fire of your own Mobile Anti Aircraft gun!

At $44,000

M.A.X. is a game featuring the item(s) above – **Interplay do not really sell weapons of global destruction.** We will not supply bombs, tanks or fighters to anyone (even if you are over 18 with a full driving licence). But you can have a FREE demo.

REDUCE YOUR RIVALS TO ATOMIC PARTICLES with the easy load, easy fire, go anywhere Mobile Artillery Unit

Interplay™

Bringing arms within your reach

PIT YOUR BRAIN AGAINST THE BEST IN M.A.X. THE NEW STRATEGIC WARFARE GAME FROM INTERPLAY

"Think of it as C&C with a PhD." PC Zone June '96"

M.A.X.

MECHANISED ASSAULT & EXPLORATION

FOR A FREE DEMO DISK CALL FREE ON 0500 404840

© Interplay Productions. All rights reserved. M.A.X. and Interplay are trademarks of Interplay Productions. All rights reserved.

Before You Start

We strongly recommend that you free up as much expanded memory as possible. You can do this by editing the config.sys file yourself.

Type EDIT\CONFIG.SYS <ENTER> from the C:\ prompt, and a screen will appear. Look for the line which has the words emm386.exe in it. Replace the text which appears after emm386.exe with the word RAM. The line should now look something like this: device = c:\dos\emm386.exe RAM

Alternatively, one easy route to more memory is to use the memmaker program. This should be undergone carefully, especially if you use a boot menu or a joint DOS-Win/Win 95 set-up.

Please note that we have come across compatibility problems with PCs using CD-ROM cache programs other than MSCDEX, which is supplied with MS-DOS. The most up-to-date version is included on CD GAMER.

The DOS Menu

Put the CD into your CD-ROM drive and select it by entering MS-DOS, and typing D:<ENTER> or whichever letter you use for the CD.

Start the menu by typing go<ENTER>. If you are running Win 95, we recommend that you start your PC in Command Prompt Only mode and follow these same steps. If you run the DOS menu from a DOS box, it is not recommended that you run it in a window or ALT-TAB away from it.

The Windows 3.1 Menu

To start the Windows 3.1 menu select Run from the File menu. Enter the letter of your CD-ROM drive followed by :\INSTALL.EXE. A new program icon will appear on your desktop. Double click the PC GAMER icon to launch the menu. This menu includes only the Windows 3.1 games. You need to use the DOS menu to get at all the DOS games.

The Windows 95 Menu

Insert the CD-ROM and a menu will appear, giving you the options of running the menu, exploring the CD-ROM, or returning to Windows. Select the Run menu to see this month's games. This menu includes both the Win95 and Windows 3.1 games. You need to use the DOS menu to get at the DOS games.

Got A Problem?

If your CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault plus a self-addressed envelope. Return postage will be paid.

PC GAMER CD Returns
Diskxpress
Seven Willow Court
Bourton Industrial Park
Bourton-on-the-Water
Gloucestershire GL54 2HQ

A CD should only need replacing if the CD itself cannot be read. If, instead, you are experiencing problems with an individual demo or application, phone our technical support line. This is open between 9.30 am and 6 pm from Monday to Friday.

Tel 01225 442244
Fax 01225 732279
e-mail: support@futurenet.co.uk

Please note that the help-line staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.

● PC GAMER's coverdisc and floppy disks are thoroughly checked for all known viruses, and independently certified before duplication. While every care is taken in the selection, testing and installation of the PC GAMER coverdisc/floppy disk software, Future Publishing cannot accept responsibility for loss or damage occurring during its use. You are strongly advised to have recent, verified back-ups of all important files before installing any new software.

install – simply open up File Manager or Explorer, browse the GAMES\STARS directory on the CD-ROM and then run the file STARS!.EXE

Tomb Raider

Core Design

486DX2/66 (Pentium 90 preferred), 8Mb, MS-DOS

Tomb Raider is installed from the CD GAMER DOS menu into a directory called TOMBRAID on your hard disk. To configure your sound card you should type SETUP in this directory and follow the onscreen instructions and the game can then be started by typing TOMB. There are lots of keyboard controls, so a look at the README.TXT file would be useful. You can jump between VGA and SVGA display modes by pressing the zero key.

Archimedean Dynasty

Blue Byte

486DX4/100 (P90 preferred), 16Mb RAM, MS-DOS

Archimedean Dynasty is unzipped to your hard disk from the DOS menu into a default directory called C:\PCG\ARCHDYN\AD. You'll have access to 14 minutes of playing each time you restart. Configure your sound hardware by typing SETSOUND in this directory followed by START to launch the game

Crusader: No Regret

Origin and Electronic Arts

486DX2/66 (Pentium 75 preferred), 8Mb RAM, VESA compatible graphics card, MS-DOS

Crusader: No Regret will, by default, be installed to C:\PCG\CRUSADER when you access it through the CD GAMER DOS menu. You can set up your sound card by typing SETUP in this directory. When you're done, type REGRET to start the game. If you experience any difficulties when running *Crusader: No Regret*, please consult the README.TXT file which contains some solutions to technical issues that you may encounter. Do not try to run this game through Windows 95.

Absolute Pinball

21st Century

486DX, 8Mb, MS-DOS

When you select *Absolute Pinball* from the CD GAMER DOS menu, the game will be installed into the C:\PCG\ABSOLUTE directory. Before typing ABS_DEMO to start the game you should configure it by typing SETUP within this directory. Play will last for approximately five minutes.

Star Control 3

Accolade

486DX2/66, 8Mb RAM, MS-DOS

Installation of *Star Control 3* is through the CD GAMER DOS menu, and the default directory will be C:\PCG\STARCONT Change to this directory and type SETSOUND to configure your sound card followed by MELEE7 to start the game. *Star Control* can be quite complex, so take time to read the MANUAL.TXT and README.TXT files that are supplied with the demo.

Necromantics

Effigy

486DX, 8Mb RAM, MS-DOS

Installation of *Necromantics* is started through the CD GAMER DOS menu, and by default the game will install to C:\PCG\NECROMAN. When you change to this directory the game must run a second install process which is accessed by typing INSTALL. A directory called C:\NECRDEMO will now be created. You should then change to this directory and type NECRO to start the game. The game may not correctly recognise your sound card until the SET BLASTER variable is available in your AUTOEXEC.BAT file.

Toonstruck

Virgin

486DX2/66, 8Mb RAM, VESA compatible graphics card (capable of 8-bit colour at 640x480), MS-DOS

Select *Toonstruck* from the CD GAMER DOS menu to launch its installation program. The install program will also configure your sound card and display adaptor and you can then start the game by typing TOONSTRK within the relevant directory.

DirectX 2 Warning!

Some of the playable demos on this month's CD require the installation of DirectX drivers onto your Windows 95 system. These drivers have been designed by Microsoft to increase the speed of games and multimedia applications running under the Windows 95 environment by allowing direct access to the relevant hardware devices inside your PC. However, early versions of DirectX were not compatible with certain graphics cards and caused the default driver for Windows to be overwritten and in some cases severe corruption to the display itself, only allowing access to the poor 16 colour screen mode. These problems are quite rare, but because they do exist, PC GAMER has taken the following steps to limit the possibility of this occurring. First, we have placed a copy of DirectX version 2, a more compatible product, on the CD GAMER Windows menu itself, which we would strongly recommend you use. Second, we will list some possible solutions here for those of you who still experience difficulties.

The most common problem is with the display drive, and there are a couple of ways to solve this. You should first enter Windows 95 under safe mode, which is accessed by pressing the F8 key when the computer starts up and displays the message starting Windows 95, and then selecting the relevant option from the menu that appears. Once Windows has loaded, you should right-click on an empty area of desktop and select properties from the menu that appears. When the display properties window appears on screen, select the settings tab, and then click on the change display type button. You will then have the option to choose the relevant adaptor type to suit your particular graphics hardware. If this does not work, it is a good idea to allow Windows 95 to start as normal and then run the new hardware program within the control panel to re-detect the graphics card you have.

Note: It is possible that you may have to remove the currently selected driver from the device manager under the system window before this program will find any new devices. Please call our technical support department if you experience any major problems with the DirectX software, who will try and assist you further.

Meridian 59

3DO

486DX2/66, 8Mb RAM, Windows 95, 14400 baud MODEM, SLIP/PPP (or better Internet connection) with an ISP or on-line service provider, a web browser (to set up the account)

A free 48 hour trial of the *Meridian* on-line game is available with this month's CD GAMER. Simply install the software from the Windows menu and then point your Web browser at http://meridian.3do.com/ trial/pcgameruk to receive your personal account number. For more information on this service and technical assistance, please consult the README.TXT file in the root directory of CD GAMER or send your questions by e-mail to meridian59-support@3do.com providing as much information about your system and the problem you're encountering as possible.

SHAREWARE

Interpose

Webfoot

486DX2/66, 8Mb RAM, MS-DOS

Interpose is unzipped from the CD GAMER DOS menu in the C:\PCG\INTER directory. When you change to this directory you should type SETUP to configure your settings (you may need to do this more than once) and then type IPDEMO to start the game.

Alien Rampage

Softdisk

486DX2/66, 8Mb RAM, MS-DOS

Launch the *Alien Rampage* install program from the CD GAMER DOS menu and let the game install in the default directory (C:\ARDEMO). You will need the SET BLASTER variable in your AUTOEXEC.BAT file before the game will recognise your sound card and you can start play by typing RAMPAGE at the prompt.

Amulets and Armour

United Software Artists

486DX2/66, 8Mb RAM, MS-DOS

When *Amulets and Armour* has finished installing from the DOS menu, change to its directory and type SETUP to configure the options followed by AA to start the game.

Quake (Version 1.06)

Id

Pentium 75, 8Mb RAM (MS-DOS),16Mb RAM (Windows 95)

Quake will install itself from the CD GAMER DOS menu into a directory called QUAKE_SW and you should change to this directory and type QUAKE to start the game. You will also need the SET BLASTER command in your AUTOEXEC.BAT file before *Quake* will use your sound card (not required if you run *Quake* through Windows 95).

ADD-ONS

DID Multimedia and EF2000 Wireplay patches

Digital Image Design

486DX2/66 (for multimedia presentation, Pentium 90 recommended for *EF2000* Wireplay edition), 8Mb RAM (for multimedia, 16Mb required for *EF2000* Wireplay edition), Windows 95 (for multimedia, MS-DOS required for *EF2000* Wireplay edition), 9600 or faster MODEM (required for use with Wireplay, none required for DID multimedia presentation), a copy of the Wireplay *EF2000* CD-ROM (supplied with the December edition of PC GAMER, but not required for the multimedia presentation), a telephone line (not required for the DID multimedia)

Wow. With the requirements out of the way, here is what you'll find on this month's CD GAMER for the Wireplay enthusiasts amongst you. First, on the Windows menu you will find a link to the DID Multimedia Presentation, which includes a video preview of the forthcoming *Super EF2000* and *TFX: F22 Air Supremacy* and some patches for the Wireplay edition of *EF2000*. Secondly, a general Wireplay upgrade patch can be found at the end of the patches section of the CD GAMER DOS menu. Please read the accompanying instructions carefully before running the patch.

Grand Prix 2 Add-ons

CD GAMER contains some more excellent add-ons to *Formula One Grand Prix 2* this month, and, as always, we're on the lookout for more of your driving efforts and useful utilities. Please send your *Grand Prix 2* achievements to: **I've got the winning formula, PC GAMER, 30 Monmouth Street, Bath, BA1 2BW.**

IMPORTANT: These products are third-party add-ons to the original *Formula One Grand Prix 2* game from MicroProse and can change the way the game plays or looks and should only be used if you are prepared to re-install the game if something goes wrong. MicroProse will offer no support for these products and you should not attempt to contact their help-line with questions concerning them. We recommend that you read any accompanying documentation supplied with these products thoroughly before using them.

All of the *Grand Prix 2* add-ons are installed through the CD GAMER DOS menu.

Computer Car Performance Editor

This excellent program by Andrzej Barganski allows you to tinker with the performance of the computer controlled cars. Please read the accompanying file GP2CCPE.TXT for further information on this program.

Quick Race Length Utility

One annoying feature of *Grand Prix 2* is the lack of an option to define the length of a quick race and this utility by Craig Heath overcomes this minor annoyance. Check out the file QRACELEN.TXT for more information on how to use this program.

Car Setup Viewer and Converter

This program by Samuli Takala will convert the data contained in *Grand Prix 2* setup files into standard text files for easy viewing and then back again. Have a read of the file SETTEXT.TXT for more information on how this program works.

JAM Graphics Converter

For the third month in a row, Trevor Kellaway's superb JAM to BMP (BITMAP) graphics converter has been included on the PC GAMER CD-ROM. Check out the detailed instructions contained in the file GP2JAM.TXT and if you have an Internet connection, download some of the neat car designs that have started appearing as a result of this program.

Quake Add-ons

Another selection of the best *Quake* levels and add-ons. Our thanks to the *Quake* Stomping Grounds on the Internet for making this collection easy to compile, and you can find more files and an excellent FAQ section on their World Wide Web site at the following address: **http://www.stomped.com/**

We are eagerly searching for more files for coming editions of PC GAMER so start sending your work in as soon as possible to: **This'll make you Quake, PC GAMER, 30 Monmouth Street, Bath, BA1 2BW.**

IMPORTANT: The following files are third-party add-ons full registered version of *Quake* and can massively affect the way the game looks and plays and should not be used unless you are prepared to re-install if necessary.

Quake Levels

1) Create a new directory called MAPS within the QUAKE\ID1 directory.

2) Load the PC GAMER DOS menu and unzip the level files to this directory.

3) Start *Quake* and select the console. Type in MAP followed by the name of the new level, for example: MAP KEEP (to load a new file called KEEP.BSP)

Quake C

1. Select the *Quake* C file from the PC GAMER DOS menu and let it copy the files to a temporary directory. 2) Copy the program PKUNZIP.EXE from the MENU directory on the CD to this temporary directory. 3) Unzip the required file (we will call this QUAKEC.ZIP) to another temporary directory using a command similar to this: PKUNZIP QUAKEC.ZIP C:\TEMP (or whatever you have called your temporary directory). 4) Read the accompanying text file, because some patches have particular directory structures. 5) If the patch contains a file called PROGS.DAT, it has already been compiled, otherwise, if it is still a .QC file you will need to use the *Quake* C compiler to compile the code. Install this from the DOS menu. 6) Make the required directory within the *Quake* directory, we will call this one QUAKEC. 7) Copy the PROGS.DAT file to this directory. 8) Return to the standard *Quake* directory and type: QUAKE -GAME QUAKEC (This last command is the name of the directory that contains the file PROGS.DAT)

Doom, Doom 2 and Duke Nukem 3D Levels

A selection of the best reader levels sent into PC GAMER recently. If you wish to load a *Doom* or *Doom 2* level, simply allow the GAMER DOS menu to unzip the relevant files into the DOOM or DOOM2 directory and then launch the game with the command DOOM FILE GAMER.WAD (replace DOOM with DOOM2 and GAMER.WAD with the name of the required file as necessary) *Duke Nukem 3D* levels are a little easier to use, again use the Gamer DOS menu to unzip them to the *Duke Nukem* directory on your hard disk and then run the SETUP program in this directory and select the new level from the add user level option.

On the floppies

There's a retrospective feel to this month's floppy disks, with a collection of eight of the best retro games available for the PC. Insert either of the floppy disks and change to the drive by typing A: followed by return, and then type GO and follow the on-screen instructions. All the games are for MS-DOS and MUST be installed to the hard disk before they will work. Most require large amounts of conventional memory and occasionally you may experience problems if you use EMM386.EXE

Mortal Pong

A modern variant of this classic game with fast, addictive gameplay from Cheesy Software. Start the game by typing MPONG within the installation directory.

Cheesy Invaders

Cheesy Software also give a lick of paint to the *Space Invaders* genre with this superb offering. Type the command INV when you are in the directory you installed the game to.

Cyber Storm

One of the best examples of the breakout clone available on the PC and certainly the smallest with a compressed size of only 47K. Type CYBDEMO once installation is complete in the directory game was installed.

Pizza Worm

A snake game with an unusual setting in a Pizza restaurant, be careful of that tail. The game is started by the command PWORM

Pako 2

Pacman is back in this very fast and addictive game. Start the game by typing PAKO2 within the installation directory.

Tribute to Tetris

Several variants of the all-time favourite Russian puzzle game and including a frantic two-player option. Type TETRIS to start the game from the installation directory.

Llamatron

A real classic of PC gaming, programmed by Jeff Minter back in 1992, but still the best example of *Robotron* available. Type LLAMA in the installation directory to start the game.

Astro Storm

Asteroids are brought right up to date with the graphically superb *Astro Storm*. Type ASTRO to start play from the installation directory.

Got A Problem?

If, after following the above steps, you're still having trouble, or if the game simply won't install at all, it's just possible that you have a defective disk. If you're convinced that a disk is dodgy, return it to the address below and a new, working version should be returned to you within 28 days.

PC GAMER Christmas Disk, TIB PLC, TIB House, 11 Edward Street, Bradford, BD4 7BH.

Microsoft Game Sampler 2 EXTRA DISC!

The second CD-ROM supplied with this issue of PC GAMER includes a collection of 16 of the latest game demos that show off the power of Windows 95 and the DirectX drivers.

To install the CD, simply insert it into your CD-ROM drive and wait for it to Autorun, then follow the onscreen prompts that will guide you through the installation process. This process will require the latest version of the Windows 95 DirectX drivers, version 3, so please read our warning concerning DirectX before starting the installation program. The sampler contains two menu programs for selecting the required demos, one is Station X, which is a 3D virtual reality interface and the other is a standard 2D selection menu, and you can switch between the two using the controls at the bottom of the screen. The game demos on display are:

The Neverhood (Dream Works)
Captain Quazar (Studio 3DO)
Fire Fight (Epic Megagames)
War Wind (SSI)
Monster Truck Madness (Microsoft)
Death Drome (Viacom)
Drowned God: Conspiracy Of The Ages (Inscape)
You Don't Know Jack (Berkeley Systems)
Diablo (Blizzard Entertainment)
Nuts! (Inscape)
Hellbender (Microsoft)
Road Rash (Electronic Arts)
Ravage (Inscape)
3DO Games Decathlon (Studio 3DO)
Free Enterprise (Tsunami)
Flight Unlimited (Looking Glass Technologies)

all you need is...

exclusive cd-rom box set

contains mechwarrior® 2-mercenaries™ cd-rom, watch, long sleeve t-shirt, poster & 3 postcards

mechwarrior® 2 'mercenaries™'

and a gift from us to you

Spend £25* now and we'll give you £25 worth of money off vouchers

to spend after Christmas. It's our way of saying Merry Christmas and giving you an even happier New Year.

all you need

*offer ends 25/12/96

Virgin MEGASTORES beyond entertainment

FREE GIFTS WITH EVERY ORDER!!

GAMEplay

PRICE! CHOIC

THESE HAVE MADE OF COMPUTER S

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

CD ROM GAMES

LUCAS ARTS ARCHIVES - INDIANA JONES FATE OF ATLANTIS, SAM N MAX, DAY OF THE TENTACLE, REBEL ASSAULT SPECIAL EDITION, STAR WARS SCREEN SAVER PLUS DEMOS OF FULL THROTTLE, DARK FORCES, REBEL ASSAULT 2, THE DIG AND THE FIGHTER COLLECTORS CD. ALL THIS FOR JUST £26.99

3D Ultra Pinball 2	£21.99
Abuse	£29.99
Aces Collection - Red Baron + Data Disk, Aces over Europe, Aces of the Pacific + Data Disk	£17.99
Ace Ventura - Pet Detective	£23.99
Actua Golf	£27.99
Actua Soccer	**£16.99**
AD&D Blood & Magic	£31.99
AD&D Undermountain	£31.99
Afterlife	£30.99
Age of Sail	£26.99
AH-64D Longbow	£33.99
Alien Trilogy	**£32.99**
Aladdin (Win 95)	£16.99
Albion	£27.99
Alone in the Dark Trilogy 1, 2 & 3	£29.99
Ancient Empires	£25.99
Animal	£25.99
Apache Longbow	£19.99
Arcade America	£19.99
Armoured Fist 2.0 (Win '95)	£30.99
Assassin 2015	£27.99
ATF US	£32.99
Atmosfear	£20.99
Azrael's Tear	**£26.99**
Backpacker	£27.99

BATTLEGROUND

Battleground Ardennes £25.99

Battleground Antietam £27.99

Battleground Gettysburg £25.99

Battleground Shiloh £25.99

Battleground Waterloo....£25.99

Bad Mojo	£24.99
Baku Baku Animal	£22.99
Battlecruiser 3000AD	**£25.99**
Beavis & Butthead	£11.99
Bedlam	£31.99
Bermuda Syndrome	£26.99
Birthright	£28.99
Blam! Machinehead	£27.99
Blue Ice	£25.99
Bridge Master Classic with Omar Sharif	£29.99
Broken Sword	**£28.99**
Bubble Bobble & Rainbow Island	£21.99
Bug	£26.99
Catz	£13.99
Championship Manager '96/'97 Edition	£16.99
Championship Manager Foreign Leagues	**....ALL 3 FOR £17.99**
Chaos Overlord	£15.99
Civilisation 2	**£28.99**
Civilisation 2 Data Disk: Conflicts in Civilisation	£12.99
Civil War (Sierra)	£25.99
Clandestiny	£30.99
Close Combat	£30.99
Commanche 3.0 (Novalogic)	£30.99
Command & Conquer	**£25.99**
Command & Conquer Red Alert	**£28.99**
Covert Operations (C&C Data Disk)	£11.99
Command & Conquer and Warcraft 2 Toolkit	£13.99
Command Companion	
Over 100 Extra Levels for C & C	£19.99
Congo	£18.99
Conquest of the New World	**£14.99**
Creatures	£24.99
Crusader No Regrets	£25.99

MEGAPACK 5

Terminal Velocity, Jagged Alliance, Flight Unlimited (special edition), FX Fighter, Primal Rage, Great Naval Battles 4, Pinball Fantasies Deluxe, Entomorph, Warlords 2 Deluxe, Pool Champion - all for just £28.99

2 FREE GIFTS

WITH EVERY ORDER

EVERY TIME YOU PLACE AN ORDER YOU MAY CHOOSE A PIECE OF SOFTWARE FROM OUR FREE GIFT LIST OF SOFTWARE AND ACCESSORIES. THERE IS A LIMIT OF ONE FREE GIFT PER WEEK BUT NO MINIMUM ORDER VALUE TO QUALIFY. SECONDLY, YOU WILL ALSO RECEIVE OUR LATEST 24 PAGE CATALOGUE PACKED WITH REVIEWS, COMPETITIONS, MORE FREE GIFTS...

PLEASE REMEMBER TO ASK FOR YOUR FREE SOFTWARE WHEN ORDERING!

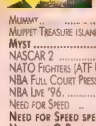
Cyberia 2	£30.99
Cyberjudas	£24.99
Cyberstorm	£27.99
D (Win '95)	£19.99
Daggerfall: Elder Scrolls 2	**£30.99**
Daytona USA	£27.99
Deadline	£31.99
Deadly Tide	£26.99
Death Rally	£19.99
Deathtrap Dungeon	£29.99
Descent 2	£21.99
Destruction Derby 2	**£33.99**
Diablo	£28.99
Die Hard Trilogy	£30.99
Discworld	£22.99
Discworld 2	£35.99
Dogz	£19.99
Dominion	£26.99
Doom 2	**£29.99**
D1000 - 1000 Extra Levels for Doom & Doom 2	£11.99
Dragonheart: Fire & Steel	£25.99
Duke Nukem 3D (Fully Boxed!!)	**£19.99**
Duke Nukem 3D Toolkit	£12.99
Dungeon Keeper (expected January)	£31.99
Dungeon Keeper Clubbook	£9.99
Earthsiege 2	£25.99
Ecco the Dolphin	£21.99
EF 2000	**£27.99**
Essential Compilation vol 1 - F1, FIFA, PGA 486	£15.99
Euro '96	£24.99
Euro Soccer Stars '96 - Fifa, Champ Manager, On the Ball, Premier Man. 3, Kick Off 3 and Player Manager 2	**£23.99**
Exhumed	£LOWEST
F1 Grand Prix 2	**£27.99**
F1 Grand Prix Manager 2	£30.99
F22 Lightning	£31.99
Fable	£26.99
Fifa Soccer '96	**£19.99**
Fifa Soccer '97	**£27.99**

YOUR COMPUTER PETS!

DOGZ & CATZ LIVE ON YOUR COMPUTER'S DESKTOP WHERE THEY CAN EAT, SLEEP, PLAY GAMES AND RUN AROUND. BORN AS PUPPIES AND KITTENS THEY DEVELOPE A UNIQUE LOOK AND PERSONALITY EACH £13.99

Fina, Doom	£20.99
Final Doom (unboxed)	£13.99
Flight Adventures Vol 1	£31.99
Flight Unlimited (please specify Win 3.1 or '95)	£27.99
Flying Corps	£27.99
Formula 1 (Psygnosis)	**£35.99**
Formula 1 Manager (Europress)	£25.99
Fragile Allegiance	£24.99
Full On F1 (Eidos)	£28.99
Gabriel Knight 2 The Beast Within	£24.99
Gender Wars	£25.99
Gene Machine	£25.99
Gene Wars	£31.99
GEX	£23.99
G-Nome	£26.99
Gloriana	£30.99
Goosebumps	£30.99
Gremlin CD 5 Pack - Contains Desert Strike, Jungle Strike, Retribution, Superstream 5000, Actua Soccer (Semi-Final Edition), Normality inc. Demo & S/Saver	**£18.99**
Guts 'N' Garters	£30.99

Microsoft Flight Sim 6	**£36.99**
Microsoft Flight Sim 5.1 & New York + Paris	£37.99
Microsoft Flight Shop	£35.99
Microsoft FS5.1 Scenery: Japan, Hawaii & Caribbean	£25.99
Scenery Disk: Europe 1	£23.99
Flight Sim 5.1 Tower	£39.99
Flight Sim 5.1 Scenery & Object Designer	£36.99
Flight Sim FSFX	£28.99
Boeing: Business Jets, Airbus, Great Airlines	each £22.99
Perfect Flight: England & Wales Disk for MS FS 5.1	£19.99



Mummy	£30.99
Muppet Treasure Island	£24.99
Myst	**£19.99**
NASCAR 2	£28.99
NATO Fighters (ATF US Data Disk)	£15.99
NBA Full Court Press	£23.99
NBA Live '96	£31.99
Need for Speed	£23.99
Need for Speed special edition	**£29.99**
Network Q Rally	**£22.99**

QUAKE - FULLY PACKAGED £24.99

QUAKE (UNBOXED) £19.99

QUAKE TOOLKIT £12.99

Neverhood	£39.99
NFL Madden '97	£30.99
NHL Hockey '96	£24.99
NHL Hockey '97	£30.99
Normality Inc	£27.99
Olympic Games	£27.99
Olympic Soccer	£25.99
On Side Soccer	£25.99
Orion Burger	£24.99
Over the Reich	£27.99
Pandora Directive	£29.99
Penthouse International Vol 1	£19.99
PGA European Tour/Tour Golf '96	each £32.99
PGA Nippenburg/Oxfordshire Euro Tour Disks	£16.99
PGA Spanish Bay/Sawgrass Tour '96 Disks	£16.99
Pinball 95	£16.99
Pinball Prelude	£16.99
Police Quest Collection 1-4	**£28.99**
Police Quest Swat	£24.99
Power F1	£27.99
Power, Corruption & Lies - UFO, F14 Fleet Defender, Dune 2	
Beneath a Steel Sky	£20.99
Prisoner Of Ice	£11.99
Privateer 2: The Darkening	**£31.99**
Publisher's Pick Green	£24.99
Quest for Glory Anthology	£21.99
RAC Rally Championship	**£22.99**
Rama	£32.99
Rayman (Windows '95)	£21.99
Realms of the Haunting	£27.99
Rebel Assault 1 & 2	**£31.99**
Return Fire (Windows '95)	£27.99
Return to Krondor	£27.99
Rings	£28.99
Ripper	£28.99
Rise & Rule of Ancient Empires	£27.99
Rise of the Robots 2	£28.99
Road Rash	£30.99
Safecracker	£28.99
Sampras Extreme Tennis	£27.99
Sand Warriors	£24.99
Scorched Planet (Win '95)	£27.99
Scrabble (3.5" Disk)	£22.99
Screamer 2	£24.99
Sega Rally (requires Pentium 90 or higher)	**..£LOWEST**
Sensible World of Soccer	£13.99
Sensible World of Soccer 96/97	**£21.99**
Sensible World of Soccer 96/97 Data Disk	£9.99
Settlers (3.5")	£16.99
Settlers 2	**£26.99**
Shadoen	£25.99
Shattered Steel	**£25.99**

Silent Hunter	£27.99
Silent Thunder (please specify Win 3.11 or '95)	£22.99
Sim City 2000 Anniversary Pack - includes Sim City 2000, Urban Renewal Kit + Scenario Disk 1 + Disaster Disk	**£31.99**
Sim City 2000 Network Edition	£33.99
Sim City 2000	£15.99
Sim Isle	£15.99
Sim Tower	**£15.99**
Sim Town	£21.99
Simon the Sorcerer 1+2 (DOS, Win3.1 & Win '95)	**£29.99**
Sonic CD	£22.99
Sonic & Knuckles	£27.99
Space Hulk 2: V.O.T.B.A.	**£29.99**
Space Quest Collection 1-4	£28.99
Spycraft	£29.99
Star Control 3	£25.99
Starfighter 3000	£26.99
Steel Panthers	£27.99
Star Trek 30th Anniversary	£28.99
Star Trek Deep Space 9 Harbinger	£15.99
Star Trek Emissary Gift Pack	£25.99
Star Trek Klingon	£15.99
Star Trek The Next Generation: A Final Unity	£18.99
Star Trek Omnipedia	£19.99
Star Trek Technical Manual	£19.99
Star Wars Trilogy	£LOWEST
Stonekeep	£30.99
Street Racer	£18.99
SU-27 Flanker	£15.99
Super EF2000	£LOWEST
Super Motocross (Win '95)	£25.99
Syndicate Wars	**£27.99**
Syndicate Wars Cube Book	£9.99
Synergis	£LOWEST
Tactcom (Data Disk for EF2000)	£15.99
Team F1 (Maclaren)	£26.99
Terminator - Future Shock	£19.99
Terminator: Skynet	£31.99
Terranova	£29.99
The Dig	£29.99
Theme Hospital	£31.99
Third Reich	£27.99
This Means War	£24.99
Tie Fighter v X Wing	£31.99
Time Commando	£29.99
TNN '96 Fishing	£25.99
Tomb Raider	**£27.99**
Toon Struck	£31.99
Top Gun	**£19.99**
Toshinden	£27.99
Ultimate Doom (specify Windows '95 or DOS)	£27.99
Ultimate Soccer Manager 2	**£25.99**
US Navy Fighters '97	£33.99
Viking Conquest	£28.99
Viper (Win '95)	£28.99
Virtua Cop	£27.99
Virtua Fighter	£27.99
Virtual Snooker	**£14.99**
Voyeur 2	£27.99
Warcraft 2	**£28.99**
Warcraft 2 Deluxe	**£33.99**
Warcraft 2 add on disk (50 levels)	£14.99
Warcraft 2 add on disk (100 levels)	£19.99
Werewolf v Commanche	£30.99
Whizz	£24.99
Wing Commander 4	**£26.99**
Wing Commander - The Kilrathi Saga	£22.99
Wipeout 2097	£34.99
Witchaven 2	£11.99
Wrecking Crew	£25.99
Wooden Ships and Iron Men	£27.99
World Rally Fever	£14.99
Worms & Worms Reinforcements	**£24.99**
X Com Apocalypse	£28.99
X Com Compilation - X Com Terror From the Deep, UFO Enemy Unknown plus Both Official Hint Books	£26.99
Z	£28.99
Zombieville	£LOWEST
Zork Nemesis	**£19.99**

BUDGET GAMES

"OUR PRICES ARE SO LOW WE ARE ALMOST GIVING THE STUFF AWAY!!"

HERE AT GAMEPLAY WE ALWAYS DO OUR BEST TO LET YOU KEEP AS MUCH OF YOUR HARD-EARNED MONEY AS POSSIBLE AND THIS MONTH OUR PRICES ARE EVEN MORE UNBEATABLE! THE FIRST ITEM YOU SELECT FROM THE FOLLOWING LIST WILL BE CHARGED AT THE PRICE SHOWN, BUT FOR EVERY SUBSEQUENT ITEM YOU SELECT YOU MAY DEDUCT £1 FROM THE COST SHOWN! FILL THOSE CHRISTMAS STOCKINGS!

11th Hour	**£12.99**
3D Lemmings	£11.99
30 Simulation Games	£8.99
30 Adventure Games	£8.99
30 Arcade Games Vol 1	£9.99
31 Arcade Games Vol 2	£9.99
45 Casino, Card & Puzzle Games	£8.99
50 Strategy Games	£9.99
1942 Pacific Air War Plus	£9.99
1944 Across the Rhine	£9.99
7th Guest	£9.99
A. Unser Junior Racing	£11.99
Ascendancy	£12.99
A Train	£8.99
Beneath a Steel Sky	£9.99
Big Red Racing	£9.99
Bioforge	£10.99
Cannon Fodder 2	£9.99
Caesar	£9.99
Championship Manager 2	**£9.99**
Championship Manager 2 96/97 Data Disk	£9.99
Chessmaster 4000 Turbo	£9.99
Chronicles of the Sword	**£11.99**
Chronomaster	£8.99
Cmusation	£9.99
Command & Conquer and Warcraft 2 Toolkit	£13.99
Crusader No Remorse	£11.99
Daedalus Encounter	£13.99
Dark Forces	**£12.99**
Day of the Tentacle	£9.99
Desert Strike & Jungle Strike	£12.99
Destruction Derby	**£9.99**
Dune	£9.99
Dune 2	£10.99
Dune 2 & Lure of the Temptress	£16.99
Dungeon Master 2	£12.99
Earthsiege	£9.99
Ecstatica	£9.99
F1 Grand Prix	£9.99
F-14 Flight Defender	£9.99
F-15 Strike Eagle 3	£9.99
Fade to Black	**£10.99**
Fields Of Glory	£8.99
Fifa International Soccer	£11.99
Fighter Wing	£7.99
Full Throttle	**£12.99**
Flashback	£9.99
Gabriel Knight	£9.99
Indiana Jones Fate of Atlantis	£12.99
Jimmy White's Snooker	£11.99
Kings Quest 7	£9.99
Krondor	£9.99
Last Dynasty	£9.99
Leisure Suit Larry 6	£10.99
Lemmings 1 & 2	£11.99
Links Golf 386	**£9.99**
Little Big Adventure	£11.99
Lost Eden	£9.99
Magic Carpet + Hidden Worlds	£10.99
Micro Machines 2	£12.99
Monkey Island 1 & 2	£11.99
Navy Strike	£12.99
Pirates! Gold	£9.99
Player Manager 2 Extra	£9.99
Psycho Pinball	£12.99
Quarantine	£10.99
Railroad Tycoon Deluxe	£10.99
Rebel Assault	£10.99
Return to Zork	£12.99
Riddle of Master Lu	£9.99
Rise of the Triad	£9.99
Sam & Max Hit The Road	£10.99
Screamer	£9.99
Shell Shock	£10.99
Sim City Enhanced	£11.99
Sim Ant/Earth/Farm/Life	£8.99
Superstream 5000	£8.99
Space Quest 6	£9.99
Star Trek 25th Anniversary	£11.99
Super Streetfighter 2 Turbo	£12.99
Syndicate Plus	£11.99
System Shock	£11.99
Tekwar	**£9.99**
Terminal Velocity	£12.99
TFX	£10.99
Theme Park	£10.99
Thunderhawk 2	£9.99
Tie Fighter Collector's CD	£12.99
Tilt	£9.99
Transport Tycoon & World Editor	**£9.99**
UFO Enemy Unknown	£9.99
Under a Killing Moon	£9.99
Unnecessary Roughness '95	£11.99
US Navy Fighters	£11.99
Warcraft	**£10.99**
Wing Commander 3	**£12.99**
Wipeout	£9.99
X Wing Collection	**£12.99**

0113 234 0444
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

ALL PRICES INCLUDE VAT.

FAX ORDERS ON - 0113 234 0770
(24 HOURS A DAY)

- *LINES OPEN 9am-8pm MON-FRI, 10am-7pm SAT, 10am-4pm SUN. ANSWERPHONE ALL OTHER TIMES.*
- NO QUIBBLE EXCHANGE POLICY - IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MIN £4), WE WILL SWOP IT FOR ANOTHER ITEM.(THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS AND EXCLUDES 3.5" DISKS AND MICROSOFT PRODUCTS).
- ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH BY REGISTERED POST FOR YOUR OWN PROTECTION). SORRY, NO CASH ON DELIVERY.
- ORDER WITH CONFIDENCE FROM ONE OF THE LARGEST DISTRIBUTORS IN THE COUNTRY! OVER 600,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- WE PROVIDE ONE OF THE FASTEST DELIVERY SERVICES AROUND, 2-3 WORKING DAYS MAX ON STOCK ITEMS. (PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE)
- 1ST CLASS DELIVERY FREE OF CHARGE U.K. MAINLAND OPTIONAL NEXT DAY DELIVERY FROM £4 PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.
- 1000'S OF TITLES AVAILABLE. IF YOU CAN'T SEE THE ITEM YOU WANT PLEASE RING AS NEW STOCK ARRIVES DAILY. WE ALSO STOCK GAMES & ACCESSORIES FOR SONY PLAYSTATION, SEGA SATURN & OTHER CONSOLES

E! QUALITY! SERVICE!

US ONE OF THE LARGEST SUPPLIERS FTWARE IN THE COUNTRY TODAY!!

0113 234 0444
SALES HOTLINES
0113 234 0999
TECHNICAL SUPPORT
0113 234 0666
CUSTOMER SERVICES

ALL PRICES INCLUDE VAT

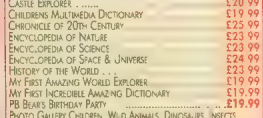
HOME & REFERENCE

MICROSOFT SPECIAL OFFERS

	RRP	OFFER
3D Movie Maker (Nickelodeon)	£49.99	£31.99
500 Nations	£29.99	£17.99
Access V7	£299.99	£149.99
Ancient Lands	£29.99	£24.99
Art Gallery	£49.99	£32.99
Autoroute V5	£59.99	£50.99
Autoroute V4	£49.99	£99.99
Bookshelf '96	£49.99	£37.99
Cinemania '95		£12.99
Cinemania '97	£49.99	£24.99
Composers Collection	£69.99	£40.99
Creative Writer & Fine Artist	£59.99	£33.99
Dangerous Creatures	£29.99	£17.99
Dogs	£39.99	£24.99
Dinosaurs	£29.99	£24.99
Encarta World Atlas '97	£49.99	£39.99
Encarta '95		£19.99
Encarta '97	£49.99	£38.99
Frank Lloyd Wright	£39.99	£24.99
Money Wiz '95	£29.99	£15.99
Music Pro Composer	£29.99	£24.99
Music Central **'96**	£49.99	£17.99
Music Central **'97**	£29.99	£24.99
Oceans	£39.99	£24.99
Office '95 Standard V7	£399.99	£199.99
Office Pro V7	£499.99	£224.99
Publisher '97	£99.99	£84.99
Publisher V2 (Win 3.11)	£79.99	£29.99
Plus (For Windows'95)	£49.99	£35.99
Windows '95 & **Free** Tutorial Book	£99.99	£73.99
Wine Guide	£49.99	£15.99
World of Flight	£29.99	£17.99
Word V7	£299.99	£149.99
Works V3 + Money	£69.99	£29.99
Works V4	£79.99	£33.99

10,000 Recipes	£9.99
Attica Guide to Classical Music	£19.99
3D Walkthrough Home Designer	£30.99
BBC Garden Designer 3	£19.99
BBC Mastermind	£23.99
Bodyworks 4	£4.99
Bodyworks 5	£9.99
Chinese Cooking for the Family	£11.99
Compton's Encyclopaedia '97	£14.99
Compton's Multimedia Bible	£21.99
Corel Art Show Vol 5 - Coffee Table Book	£25.99
Corel Wordperfect V7 Win '95 upgrade, CD only.	£81.99
Corel Wordperfect V7 Win '95 upgrade, 3 5"&CD	£114.99
Core. Wordperfect V7 Win '95 full CD only.	£199.99
Core. Wordperfect V7 Win '95 Ful. 3.5" & CD.	£229.99
Discover Astronomy	£13.99
Dr Ruth's Encyclopedia of Sex	£14.99
Euro 196 - The Official Guide	£5.99
Flagtower Great Generals	£17.99
Flagtower History of Medicine	£19.99
Flagtower Space Race	£18.99
Flagtower Unexplained	£18.99
Flagtower War in the Pacific	£19.99
Flagtower World War 1	£16.99
Flagtower World War 2	£17.99
Groller Encyclopaedia '96	£13.99
Guinness Disc of Records	£18.99
Hutchinson's Interactive Encyclopaedia '96	£19.99
Hutchinson's Interactive Encyclopedia '97	£27.99
Key Home Gourmet	£6.99
Infopedia UK	£24.99
Lotus Wordpro	£89.99
Masterc.ps Premium Image Collection 33000 Clip Art Images, 1000 Fonts & 1000 Photos	£33.99
Mavis Teaches Typing V2 (OEM).	£9.99
Mini Office	£21.99
Origins of Mankind.	£24.99
Oxford Concise Dictionary	£CALL
Pleasures of Sex	£32.99
Quicken 5 0	£36.99
Quicken 5 Deluxe	£55.99
Quicken Family Lawyer.	£23.99
Redshift 2 - Interactive Astronomy	£35.99
Stamps of the World	£13.99
Van Gogh The Man, His Life, His Works	£25.99
Whichit Taxcalc	£22.99
World Atlas V6	£12.99

DORLING KINDERSLEY



3D Skeleton	£19.99
Ann Hooper's Sex Guide	£26.99
Castle Explorer	£20.99
Childrens Multimedia Dictionary	£19.99
Chronicle of 20th Century	£25.99
Encyclopedia of Nature	£23.99
Encyclopedia of Sciences	£23.99
Encyclopedia of Space & Universe	£24.99
History of the World	£23.99
My First Amazing World Explorer	£19.99
My First Incredible Amazing Dictionary	£19.99
PB Bear's Birthday Party	£19.99
Photo Gallery Children, Wild Animals, Dinosaurs, Insects & Bugs, Flowers, Classic Cars, Cats, Birds	each £8.99
Stowaway	£19.99
The Way Things Work	£23.99
The Way Things Work 2	£25.99
Ultimate Human Body	£24.99
Virtual Reality Bird/Cat	£19.99
Virtual Reality Dinosaur Hunter	£19.99
Way Things Work 2	£25.99
World Atlas for Windows	£29.99

CHILDREN'S EDUCATION

DISNEY

Aladdin Activity Centre	£25.99
Lion King Animated Storybook	£33.99
Lion King Activity Centre	£34.99
Mickey & Crew Print Studio	£28.99
Pocahontas Storybook	£34.99
Timon & Pumbaas Jungle Games	£31.99
Toy Story Animated Storybook	£32.99
Winnie the Pooh	£31.99

BRODERBUND

Arthur's Birthday	£14.99
Arthur's Teacher Trouble	£11.99
Berenstein Bears Get in a Fight	£16.99
Dr Seuss ABC	£21.99
Green Eggs & Ham	£24.99
Harry & The Haunted House	£24.99
Just Grandma & Me	£24.99
Kid Pix Studio	£24.99
Learn the Art of Magic	£24.99
Little Monster	£24.99
Logical Journey of the Zoombinis	£24.99
Maths Workshop	£24.99
New Kid on the Block	£11.99
Rufus Bone	£21.99
Sheila Rae, The Brave	£24.99
Tortoise and the Hare	£24.99

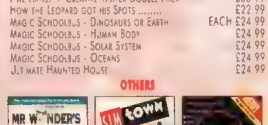
EUROPRESS

FUN SCHOOL 6 - Fairyland, Magicland, Futureland	£19.99
FUN SCHOOL 5 - 5-7 yrs, 6-9 yrs, 8-11yrs	each £17.99
Fun School: Language Labs	each £16.99
Fun School: 4 - <5/5-7/7-11yrs	£17.99
Games Factory	£44.99
GCSE Maths	£19.99
Goldilocks & 3 Bears	£15.99
Munchback of Notre Dame	£15.99
Kids 'n Play Gamepack (CD Rom only)	£4.99

MICROSOFT

Creative Writer 2	£24.99
Easyball & Freddie Fish	£31.99
Explorapedia of Nature	£19.99
Fine Artist	£14.99
Fine Artist + Creative Writer Double Pack	£33.99
How the Leopard got his Spots	£22.99
Mag C Schoolbus - Dinosaurs or Earth	each £24.99
Magic Schoolbus - Human Body	£24.99
Magic Schoolbus - Solar System	£24.99
Magic Schoolbus - Oceans	£24.99
Ultimate Haunted House	£24.99

OTHERS



BBC Animals of Farthingwood	£23.99
BBC Noddy	£23.99
BBC Wallace & Grommit	£17.99
Busy People of Hamsterland	£23.99
Casper's Brainy Book	£19.99
Enchanted Playroom	£16.99
Iona Range - Mike's Math House, Muppets Beginning to Read, Muppets Read Listen Learn, Sammy's Science House, Etc	each £13.99
Jan Pienkowski's Haunted House	£20.99
Lost Mind of Dr. Brain	£22.99
Madeline Puppet Show Deluxe	£28.99
Marty & the Trouble with Cheese	£22.99
Mathcad v6 for Students	£33.99
Mortimer & the Riddles of the Medal, Or Oxford Children's Encyclopedia	£21.99
Pass GCSE Maths (or your money back!)	£37.99
PAWS	£16.99
Playtoons Series	each £19.99
Print Artist V3 (5 Pack)	£17.99
Print Artist V4 (5 Pack)	£21.99
Sesame Street Range **BUY 1 GET 1 FREE!!**	£23.99
Sim Town	£22.99
Studyworks Maths/Science ages 14+	each £27.99
The Fish Who Could Wish	£21.99
The Greatest Toyshop on Earth	£20.99
Timmy Climbs the Wall	£18.99
Toon-Ing	£22.99
Tuneland	£13.99
Widget Workshop	£21.99
Winnie the Witch	£22.99

PRINT PAKS

Magnet Kit – Create super-fun magnets for your fridge. Type your name in different magnetic shapes, and customise them with your own designs or photos from the Print Pak Art Library. Add a name message, photo or personal art to make each one unique. Supports HP DeskJet, Canon Bubblejet, Epson Stylus and Lexmark Printers. Contains 2 magnetic stencils and printing paper. **£17.99**

Window Art Kit – Print designs on transparency paper then attach to your windows for a fantastic stained glass effect. They make great gifts! Contains art library, transfer paper, marking pens etc. **£17.99**

THE 10 OUT OF 10 RANGE

is a highly-acclaimed collection of inexpensive packages aligned to the national curriculum which teaches solely through game-based activities designed to stimulate your children and interest them. 10/10 is the UK's leading supplier of software to schools. All CD Rom or 3.5" disk. Choose from Early Essentials (3-7 yrs), Junior Essentials (5-11), Maths Number (8-16), Maths Algebra (6-16), Maths English (6-16), French (6-16), German (6-16), Essential Science (5-12)..... **£12.99 EACH**

DTP & GRAPHICS

1000 Fonts	£14.99
Adobe Photoshop 3.0	£299.99
Animal Clip Art	£14.99
Clip Art Compendium	£12.99
Clip Art Heaven Vol 2 + Book	£21.99
Corel Gallery	£19.99
Corel Gallery 2	£28.99
Corel Draw 4 (Manual available from Corel at £22)	£99.99
Corel Draw 5	£159.99
Corel Photo CD Series	each £17.99
Corel Printhouse Win '95	£21.99
Corel Printhouse Win 3.1	£24.99
GIF Gallery (1,000s GIF images)	£5.99
Key Mega Clip Art 15000	£24.99
Masterclips 35000 Premium Image Collection - 33000 Clip Art Images, 1000 Fonts & 1000 Photos	£34.99
Masterclips 101,000 Image Collection	£52.99
Master Photos 25,000	£21.99
MS Publisher 97	£84.99
Photo Gallery Children, Wild Animals, Dinosaurs, Insects & Bugs, Flowers, Classic Cars	each £8.99
Serif Page Plus V3	£33.99
Serif Page Plus Win'95	£33.99
Turbocad 2D/3D V3	£63.99

SCREENSAVERS

After Dark '95	£16.99
Catz	£13.99
Dogz	£13.99
Dogz 2 Screensaver	£15.99
Fractal Chaos	£9.99
Pamela Anderson	£12.99
Sun Page 3 Calendar & S/saver	£17.99
Survival (Win. '95)	£9.99

UTILITIES

Cleansweep '95	£31.99
Dr Solomon's Anti-Virus Windows	£94.99
D Time - Accelerator which makes your CD Rom drive run up to 10 times faster	£26.99
First Aid '95 for Windows '95	£26.99
First Aid Deluxe for Windows '95	£39.99
Gamerunner 3	£36.99
Hijaak '95	£34.99
Hurricane Ram Doubler	£39.99
Magnaram '97	£30.99
Norton Antivirus	£44.99
PC-Cillin	£38.99
Uninstaller 3.5	£31.99
Windelete 3 0 inc Anti-Virus	£24.99
Winprobe 4	£38.99

LANGUAGE

Global Languages - Learn to speak French, German, Italian or Spanish through listening, speaking and writing. Three levels on each disk - Beginner, Intermediate and Advanced

ONLY £21.99 Each

Serif Type 1 Talk Range

French/German/Spanish/Italian or Japanese	Each £54.99
European Language Labs French, German or Spanish Give your child a head start with these fun to use packages	£16.99
Language Assistant (Translator) Easily translates documents from or into French, German, Spanish or Italian	Each £54.99
Syracuse 4-Pyte French/German/Spanish/Japanese	Each £18.99
Syracuse 9-Adult French/German/Spanish	Each £25.99

COMMUNICATIONS

PACE NETLINK INTERNET PACKAGES
YOU WOULD NOT HAVE BELIEVED IT WAS THIS SIMPLE!!

Each package comes complete with internal or external fax modem, Netlink software, 21 days free internet usage, an internet guide book of weird and wonderful sites to visit & free technical support

14,400 BPS	
28,800 BPS	
Quarterdeck Web Author	
Compuserve Starter Pack	

JOYSTICKS & PADS

Aquapad - 4 conventional buttons plus 2 turbo	£11.99
CH Flightstick Pro Joystick + shareware of Heretic	£49.99
CH Throttle Pro	£84.99
CH F-16 Fighter Stick	£78.99
CH Virtua. Pilot Pro	£77.99
CH Pro Pedal	£77.99
CH Game Card	£25.99
Gravis Analogue Pro Joystick	£27.99
Gravis Gamepad	£19.99
Phantom 2 - 6 Button Joypad	£14.99
Phantom 2 Pro Joypad – 6 individually switchable buttons with turbo and auto-fire. 4-button and 6-button modes	£16.99

Saitek Megapad XII MX631M
PC Format Gold Award Winner. 6-button, digital to analogue technology, turbo and auto-fire **£12.99**

Saitek Acsmaster 18 - 4 microswitched fire buttons with turbo fire mat switch. Separate throttle lever, protein rubber. Effect handle	£29.99
Saitek Megagrip 8 Joystick	£14.99
Saitek Megapad 8	£9.99
Super Warrior 5 QS201 Joystick (Auto-Fire, 15 Pin)	£14.99
Warrior 5 QS123 Joystick	£11.50
Joystick Splitter Cable -Run 2 joysticks/pads from one port	£8.99
Spare mouse mat [choice of colours/designs]	£1.99

Gravis Firebird -17 programmable buttons, throttle, point & click software to create your own game settings. Compatible with all games **ONLY £39.99**

Microsoft Sidewinder Pro & Hellbinder Only	£52.99
Microsoft Sidewinder Pro	£44.99
Microsoft Sidewinder Gamepad	£29.99

THRUSTMASTER PRODUCTS

Thrustmaster T2 Steering Assembly (new design)
Comes complete with steering wheel, working gearstick, pedals & programmable buttons. RRP £199.99
OUR PRICE £129.99

Special Offer - Buy a T2 steering wheel & get MICROPROSE FORMULA 1 GRAND PRIX 2 for only **£24.99.** That's a most not the RRP

Maximise performance & responsiveness with a Thrustmaster ACM Game Cord **£28.99**

F-16 FLCS Joystick- Features Four 4 way hats 3 Buttons, Dual Stage Trigger & Paddle Switch **£119.99**

F-16 TQS Throttle - True Replica of F-16 Throttle Quad rant System. Features Targeting Cursor Control. Two Dials Two 3-position switches & 4-way radio switch **£119.99**

FCS1 Joystick **£94.99**

RCS Rudder Control **£59.99**

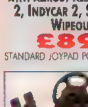
Thrustmaster Mk2 Weapons Control **£59.99**

UNLIKE MANY OF OUR COMPETITORS, WE ONLY SELL GENUINE UK SUPPORTED THRUSTMASTER PRODUCTS, NOT UNSUPPORTED US IMPORTS. WE OFFER FULL TECHNICAL BACK-UP AND HAVE A READILY AVAILABLE SUPPLY OF SPARE PARTS.

MAD CATZ STEERING WHEEL

COMES COMPLETE WITH GEARSTICK AND FOOT PEDALS (Also has buttons on the steering wheel which can be programmed as gearshift or brake/accelerator functions). **Suitable for use with almost all driving games, eg Grand Prix 2, Indycar 2, Screamer, Destruction Derby, Wipeout, Need for Speed, etc**

£89.99 plugs into all standard joypad ports - no special hardware required



SPECIAL OFFER !!
BUY A MAD CATZ STEERING WHEEL AND GET £5 OFF ANY DRIVING GAME

CD ROM DRIVES

GOLDSTAR EIGHT SPEED.....£89.99
HITACHI EIGHT SPEED....£79.99
AZTECH TEN SPEED £99.99
CALL FOR DETAILS ON TWELVE SPEED CD ROM

SOUNDCARDS

Soundblaster SB16 Plug 'n' Play 3D Stereo Enhancement, 20 voice OPL3 FM music synthesizer, treble, bass, input/output gain, analogue joystick port, 4w amplifier, CD ROM interface **£74.99**

Soundblaster SB32 Plug 'n' Play – as above plus 32 voice playback, 16 channels, 128 instruments, 6 drum kits, 512k RAM, 10 channel stereo mixer **£114.99**

Soundblaster AWE 32 Plug 'n' Play – Everything as per SB32 plus programmable advanced wave effects engine for reverb and chorus or QSound and programmable advanced signal processor **£169.99**

Aztech 16bit 3D Soundcard	£39.99
Aztech Waverider 32bit 3D Soundcard	£64.99

Gameplay Plug 'n' Play Starter Kit contains a genuine fully Soundblaster compatible soundcard, 2 x 4w Powersound speakers and a Tecnoplus joypad. Literally plug in and start playing! **£49.99**

SPEAKERS

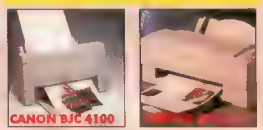
ZYDEC ZY-FI SPEAKERS

✓ Volume Control ✓ Bass & Treble Control
✓ Active/Passive ✓ Crystal Clear Clarity
✓ Highly Recommended

• Compact Speakers 8w, 18w peak	£12.99
• Standard Speakers (12w, 64w peak)	£31.99
• Pro Speakers (36w, 120w peak)	£46.99

Saitek Acoustic Art Speakers – 16w peak output, volume, bass, treble Requires batteries **£17.99**

PRINTERS



Canon BJC210 Colour Bubblejet - 720x360 dpi, up to 3.4ppm, 80 column, 20 Trutetype fonts, Win '95 compatible, 100 sheet **£164.99**

Canon BJC610 Colour Bubblejet **£359.99**

Canon BJC4100 Colour Bubblejet - 4 Sppm, 720x360 dpi, 80 column, 20 Trutetype scalable fonts, 6 bitmapped typefaces, 100 sheet **£234.99**

Epson Stylus 820 Inkjet **£149.99**

Epson Stylus Colour IIS Inkjet **£182.99**

Epson Stylus 500 Colour Inkjet **£294.99**

We also stock ink cartridges & spares - please call

Replacement CD Jewel Cases

Each	£.99
Per 5	£5.99
Per 10	£9.99

A BIG THANK YOU TO ALL OUR CUSTOMERS FOR [illegible] PPO [illegible] 5,000 [illegible] ARRIVED [illegible] OLD STAGE [illegible] LOOK FOR [illegible] PROVIDING [illegible] HAPPY CHRISTMAS!

GAMEplay

Cut out this order form and post to :
GAMEPLAY, UNIT 3, TAVERNERS WALK, SHEEPSCAR GROVE, LEEDS LS7 1AH

Name:.....Customer No:.....

Address:.....

.....

Postcode:.....Signature:.....

Tel:.....Fax:.....

Item Description	Format	Price
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Postage is **FREE** for all orders shipped within the U.K. Overseas postage £2.50 per software item. Options: NEXT DAY DELIVERY available from £4.00. Please order before 3pm to ensure immediate despatch.

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE
Some packaging may be shown for illustration purposes only.

Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐ Issue No. ☐☐ (Switch only)

PCH (XMAS)

SCOOP! Your first look at...

SEGA RALLY

The helicopter is typical of the scene-setting attention to detail that features throughout the game.

Sans wobbly steering wheel, this otherwise looks like the real thing.

By JAMES FLYNN

SEGA ARE THE GREATEST PRODUCERS OF coin-op games in the world. A few years ago Namco would have run them very close, but recently the Japanese AM2 and AM3 development teams, headed by the likes of Yu Suzuki, have clearly pulled ahead in the battle to create the finest blend of perfect graphics and playing feel.

Traditionally, with games like *Out Run*, *Virtua Fighter* and Daytona, it has always been Sega's premier AM2 team that has reaped all the praise and rewards for the company's stature. Then, in 1995, the friendly but competitive rival AM3 team stunned the world with a game that was every bit as good as any driving game Yu Suzuki's team had produced. *Sega Rally* was actually a response to the latest (then) Japanese teen craze of powersliding. The dirt mountain roads of the countryside suddenly found themselves beset by hordes of trainee Colin McRaes doing their utmost to write off their cars. The game, *Daytona*, was even modified slightly to increase its powersliding capabilities.

Sega Rally, however, pushed sliding to the extreme limit – long, sweeping dirt track bends where staying close to the inside is vital, chicanes that require the back to be flipped out and caught before it all goes catastrophically wrong, and tight tunnels. No-one ever said that *Sega Rally* was an original concept, but the driving feel was, and the execution was also as near to perfect as it could get.

Arcade perfect?

And now it's almost here for the PC, lovingly converted by Sega's in-house team of PC development specialists. It's the kind of task you can usually guarantee the Japanese will be excellent at. And with Sega's Saturn console floundering outside Japan, the importance of keeping their shining reputation across the rest of the world cannot be underestimated.

From the screenshots (we haven't seen it go anywhere without an accelerator card for six months) the game looks surprisingly similar to the arcade version. We remember being wowed by the unaided conversion of *Virtua Fighter Remix* earlier this year, but *Sega Rally* in the arcades uses an upgraded version of the Model 2 hardware that drove *VF2*. The game will be a Windows 95-only title and will run in SVGA. The cars look to be exactly the same Lancia and Toyota models that the coin-op uses, with perhaps a few lighting effects turned down. It would also be surprising if the camera positions hadn't been dropped back slightly to mean marginally less work for a basic PC. Even a top-end Pentium would struggle badly if it had to recreate all the effects on a second car close-up.

However, these reductions in detail are fairly irrelevant if they help to keep the frame rate up. Perhaps most importantly, *Sega Rally* could be only the second game (after *GP2*) to be worth buying the top GP500 controller for. While it is undoubtedly pure arcade, the attention to each car's physics makes it as good a simulation as any other game – this element has always been taken for granted at the 60fps at which it runs in the arcades. *Screamer* has always been the PC's pre-eminent arcade driving game, but we think you'll notice some differences when *Rally* is released.

The split-screen mode is sure to keep interest levels high, but will probably take a toll on the performance.

A challenging drive

The three tracks – desert, mountain and forest – are perfectly balanced to keep you going for ages without disheartening you. The number of techniques that must be mastered to get round the hard track without falling foul of the strict time limit is one of the game's most challenging factors - particularly if you're fighting in the split-screen two-player mode.

For now, for one all-too-brief moment, the gap between $20,000 arcade hardware and a couple of grand's worth of hardware accelerated PC is so small as to be insignificant. It won't continue for long, though. Sega's next arcade board, powered by Lockheed Martin's Real3D PRO (a cut down version is scheduled for the PC) can generate in real-time images as good as anything you'll see in the movies this year. *Virtua Fighter 3* on Model 3 will serve as a reminder of how far the PC has come in two years, and how far it will go in the next five. For now, though, *Sega Rally* will do just fine. PCG

"*Sega Rally* could be only the second game (after *Grand Prix 2*) to be worth buying the top GP500 controller for."

SIX REASONS FOR RALLYING AROUND *SEGA RALLY*

- **In the arcades, *Sega Rally* is the most riveting racing game £1 can buy.**
- **And on the PC you'll be able to play it as often as you like for free.**
- **Well, £40 or so.**
- **And it looks more or less exactly like the arcade version.**
- **You can do huge skids, and powerslide around hairpin bends.**
- **There are spectators, although you can't run them over.**

Developer	Sega	How complete	95%
UK Publisher	Sega	Release date	January

SCOOP! Your first look at...

RIVERWOR

The landscape uses very similar technology to *Magic Carpet*, but *Riverworld* is a hardcore strategy game.

Riverworld **will revolve around rediscovering the future, and will play in a similar way to *Civilization*. Hopefully the French tendency to create perfect games in every area bar the gameplay will not be repeated here.**

LD

The PC gains an entirely new type of game thanks to French designers Cryo.

By JAMES FLYNN

(Top) The technological advances you make will open up new building possibilities. (Above-left) People feature in the game, and don't look bad at the moment. (Above-right) Jeeps and tanks will be used to wage war on the opposition.

THE GAME THAT ESTABLISHED THE PC AS a credible (albeit niche) gaming platform was the strategy game. And then, a few years later, thanks to the genius of Id, the 3D action game became the PC's favourite, and with it arrived the speed and respectability that the machine had hitherto lacked. The possibility of combining the two had never really been talked of until recently, with the arrival of the speedy Pentium. Cryo's *Riverworld* is the first of what will surely become a popular new way of playing games – it looks like a 3D game, but has the potential to play like a hard-core strategy title.

Cryo, the Paris-based company responsible for the excellent *Dune*, the esoteric *Captain Blood* and the somewhat disappointing *The Lost Eden* are undisputably one of the most imaginative development companies in the world. Their plots, their ideas and their attempts to push the boundaries of artistic gaming forward have won them admiration, if not always success, around the world. *Riverworld*, their latest project, seems set to continue this trend but looks to have more mainstream appeal than their usual productions.

"*Riverworld* looks to have more mainstream appeal than Cryo's usual productions."

Interesting mix

The action is best described as a combination between *Civilization* and *Magic Carpet*. The challenge is to reconstruct your lost civilisation step by step, age by age. It is the real-time nature of this task where the *Magic Carpet* element comes in. The entire world has been mapped using a fractal system that allows you to walk around it and interact with everything in a much more connected way than a conventional strategy game would. For traditionalists, though, Cryo plan to include a more conventional map as well.

Riverworld looks great and moves surprisingly fast, even on a low-end PC at this stage. Its presentation far exceeds the only other title that can claim to have attempted this 3D strategy game idea Interactive Magic's yet-to-be-released *Destiny*. The similarities between the two extend into the detail of the environments. *Riverworld* has hundreds of tools to build and skills to master throughout its 11 technological ages and 20 territories. These environments include the full range of geographical features you'd expect to find on a planet, all mapped out in SVGA and available for complete exploration. All the worlds' inhabitants have had similar effort spent on them, as each person has been fully motion-captured before being added to the game.

The plot, however, remains firmly in the domain of our continental neighbours. The game commences just after you awake, having been reborn on a strange terraformed planet. Wending its way around the terrain is an endless river that apparently holds the secret to your past, present and future, and along with it the knowledge of how to reconstruct your own world. If it sounds like a book, this is because it is. Philip José Farmer wrote Riverworld a few years ago, and Cryo's inspiration is being drawn from this. Consequently, Cryo are still in the process of deciding quite how the ideas should translate to a game.

Seductive graphics

Riverworld and *Destiny* demonstrate a common fallacy in gaming, in that graphics do not matter. The two games are racing to become the first in a new genre, and the technical inadequacy and heavyweight nature of the US effort is completely failing to stir any interest, while the seductive French graphics and story certainly are here at PC GAMER.

Cryo typify the French developer: a commitment to producing the best games possible through raw talent and imagination, married to a downside that involves over-ambition and a frequent commercial unawareness. If *Riverworld* can manage to capitalise on the undoubtedly fine idea with some quality, hard and undisguised gaming, it should be a truly memorable experience. If it fails, we'll have another *Captain Blood* on our hands. PCG

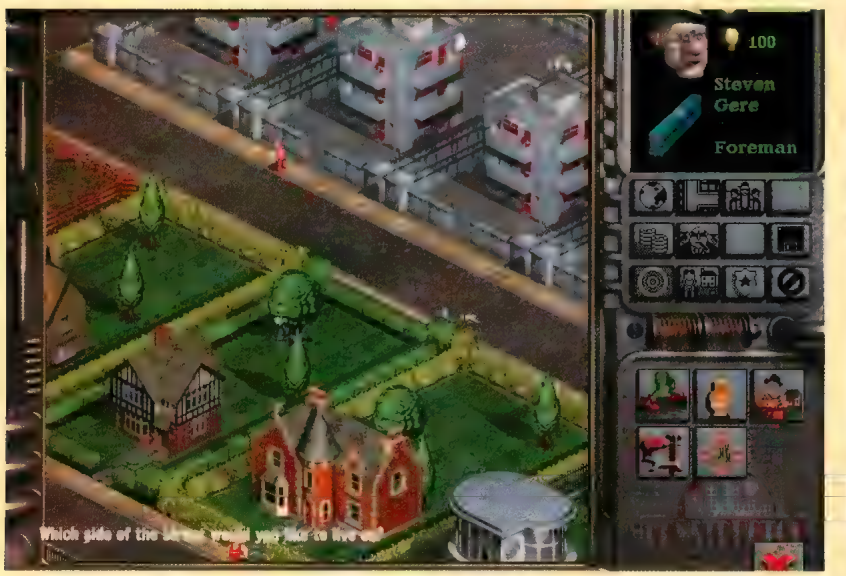
WHY *RIVERWORLD* SHOULD BE BETTER THAN *CAPTAIN BLOOD*

- **It's taking the PC's two favourite genres and attempting to combine them.**
- **It has a full SVGA fractal *Magic Carpet* type engine that looks great.**
- **There are various game options that should enable anyone to get used to the idea.**
- **It's got a plot only the French (to their credit) would ever bother with.**
- **If Cryo have retained any of the features from *Captain Blood*, let's hope it's that you can annihilate whole planets à la Alien, because that was great.**

Developer	Cryo	How complete	40%
Publisher	Cryo	Release date	April

SCOOP! Your first look at...

CONSTRUCT



OR

There's a new gang on the block. And they've brought their hard hats with them. By STEVE FARAGHER

HOW'S THIS FOR A CLAIM? "IT'S A NEW genre of game type." So says Mark Cale, managing director of System 3, talking about *Constructor*, the new game his team are working on.

Constructor certainly does look fairly different to anything else you might have seen, and just from the screeenshots on these pages you should have already developed a pretty good idea of what the final game will be like. But here's the full story anyway.

Intimidate your mates

Constructor is a game for four players. Your opponents can be computer-controlled or you and your friends can play across a network. The object of the game is to bankrupt your opponents. Each player starts with a home base with some workers, gangsters and foremen. You then buy up new areas, send your workers and foremen there to build new houses and flats, move tenants in and collect the rent. The rent enables you to buy more land, build more houses and so on. The sneaky bit comes in with those gangsters. You send them round to your opponents' houses to intimidate the tenants and force them to move out, thus denying your opponents the rent. And, of course, all the time your opponents are doing the same thing to you.

On top of this you can build 'undesirable' places, such as the haunted house which has a ghost that can be sent out to try and frighten off your opponents' tenants. Or you can build '60s-style carbuncles, huge pre-fab monstrosities that attract thugs to hang around them who you can use to cause riots, or who you can encourage to have all-night parties in your opponents' neighbourhoods. There're even hippie communes that bring down the value of all the neighbouring houses and cause street parties that prevent workers from working.

This all sounds great fun, but will it actually be any good to play? "There's a real strategic element to the game," stresses Mark. "It's not just about buying and selling houses. We don't really like comparing it to anything else, but it's more like a board game than anything else – there're playable elements of Risk and Monopoly. And it's so unique that until you actually get a chance to play it, you're not really going to be able to appreciate it."

"It's more like a board game than anything else – there're playable elements of Risk and Monopoly." – Mark Cale

More to come

And once you've seen this game, you can expect many more in the same mould. Mark and his company are pretty sure that *Constructor*'s going to be a big hit, and there're lots of new scenarios and themes in the pipeline that would use the same basic engine, but add new twists. However, when we asked him what sort of themes these might be, Mark became strangely quiet, insisting that he didn't want his competitors to get a whiff of what he was up to in case they did it first. Looks like Mark's been playing a bit too much *Constructor* already.

So does Mark have any last thing he wants to say about *Constructor*? Oh, yes. "It's our most innovative game yet and will be the best thing we've ever done. Everybody we've shown it to has been bowled over. It shows that System 3 can develop any kind of game."

Certainly, what we've seen and heard about this game has us all sitting around waiting for it with the same kind of studied concentration that we usually only reserve for the very best things. Roll on Easter. PCG

Your tenants actually 'breed', producing either more tenants or workers for your empire.

WHAT COULD MAKE *CONSTRUCTOR* A TOWERING GIANT

- ***Constructor* has classic game elements from top board games.**
- **It's suburbia *gone mad*.**
- **Multi-player gaming is a sure foundation of success.**
- **Unlike real life, mobile phones in computer games are good (remember *Theme Park?*).**
- **You get to be a modern-day Al Capone.**
- **It has that same creating and building theme that makes *Civ* so great.**

Developer	System 3	How complete	85%
UK Publisher	Acclaim	Release date	Easter

Mobile phones are a sure sign of a classy sim game.

Find us at http://special.reserve.co.uk

The Special Reserve QUAD, FOXX & MAXX PC's

NOW 40% FASTER WITH 512K PIPELINE CACHE, HX CHIPSET AND INTEL PENTIUM 120 MHz OR HIGHER

WHAT PC?

WHY PAY MORE?

BEST BUY – WHAT PC?

BEST BUDGET BUY – COMPUTER SHOPPER

BEST MULTIMEDIA BUY – PC FORMAT

"A STUNNING PACKAGE" "95%" "TOTALLY OUTRAGEOUS"

A PENTIUM PC FOR 36 PAYMENTS OF £31.89 PER MONTH 10% DEPOSIT APR 17.9%

The Special Reserve QUAD PC

1000 MB QUANTUM TEMPEST DRIVE

QUAD SPEED CREATIVE LABS CD ROM DRIVE

SOUND BLASTER 16 VIBRA SOUND CARD

DIAMOND STEALTH 64 GRAPHICS & WINDOWS ACCELERATOR

TRITON II HX + 512k CACHE HIGH PERFORMANCE MOTHERBOARD

With ALL the software below including Windows 95, Microsoft Works office suite and 17 great CD Rom games – PLUS 10 FREE GAMES.

The Special Reserve FOXX PC

NEW 2100 MB QUANTUM TEMPEST DRIVE

EIGHT SPEED CREATIVE LABS CD ROM DRIVE

SOUND BLASTER 16 PRO ASP SOUND CARD & MICROPHONE

NEW DIAMOND STEALTH 3D S3VIRGE CHIP & 2 MB RAM

TRITON II HX + 512k CACHE HIGH PERFORMANCE MOTHERBOARD

With ALL the software below including massive value Microsoft Reference CD's, Works, Publisher and 8 top CD Rom games – PLUS 10 FREE GAMES

The Special Reserve MAXX PC

NEW 3200 MB QUANTUM TEMPEST DRIVE

EIGHT SPEED CREATIVE LABS CD ROM DRIVE

SOUND BLASTER 32 PnP WAVE TABLE CARD & MICROPHONE

NEW MATROX MYSTIQUE 3D MGA GRAPHICS & 2 MB SGRAM

TRITON II HX + 512k CACHE HIGH PERFORMANCE MOTHERBOARD

With ALL the software below including superb Microsoft Activity CD's, Works, Automobile Express and 10 top CD Rom games – PLUS 10 FREE GAMES.

PLUS Quake, Settlers 2, Duke Nukem 3D + extra games FREE, including Populous 2, Shadow Caster, Wing Commander Academy and Virtua 7.

All Special Reserve PC's are built with genuine branded top quality components. More information is available from our Web site at http://special.reserve.co.uk.

Samsung 14" Syncmaster Monitor
Colour 0.28 dot pitch SVGA monitor with tilt and swivel stand. Or optional 15" or 17" models available with 3 year on site manufacturers warranty.

Attractive Midi-Tower Case
1.44 MB floppy, 7 drive bays, 3 32 bit PCI and 4 ISA slots.

Intel Pentium P120 or higher CPU with silent fan
Pentium PCI motherboard with high performance Intel Triton II (HX) chipset including 512k pipeline burst mode cache installed and EDO RAM support for extra speed.

Quantum Fireball Tempest Hard Drives
Massive EIDE hard drives - A real increase in performance.

Powerful Windows and Graphics Acceleration
With MPEG Video CD software to run full motion video. Leading Diamond Stealth and Matrox cards are chosen for guaranteed future compatibility with the most demanding software

Genuine Creative Labs Multimedia
Creative Labs CD ROM drive plays music and video CD's. Genuine Creative Labs Sound Blaster 16 or 32 stereo sound card for full compatibility with your games. Extensive utility software including Ensemble CD, Ensemble Wave, Ensemble MIDI, Creative Mixer and Wave Studio plus additional sample sounds and effects.

Stereo Speakers & Microphone
QUAD comes with Creative Labs SBS 38's. FOXX has Labtec LCS600's. MAXX has superb LCS1024's worth £50. Creative Labs desk microphone with FOXX and MAXX.

8 MB, 16 MB or 32 MB of fast EDO RAM exp. to 128 MB.

Windows 95 Keyboard, mouse and mat

1 year on-site warranty, or 2 years for just £60 more

PLUS ten EXTRA games FREE and Quake 1st Episode & Duke Nukem 3D early levels.
All software on CD and installed (except D.N. & Quake). High value software bundle including Microsoft Works office suite containing Word Publisher, Spreadsheet & Database

FREE 1ST CLASS DELIVERY TO MOST UK MAINLAND ADDRESSES
WARRANTY DOES NOT COVER SOFTWARE - FULL DETAILS ON REQUEST. ALL OFFERS SUBJECT TO STOCK. PRICES AND SPECIFICATION MAY CHANGE.

Special Reserve Multimedia PC's – with everything! Repayments over a maximum of 36 months from 31.89 per month including VAT

	INC VAT	EX VAT	Designed for speed
QUAD P120 + 8 MB RAM	999.99	851.06	10% deposit required. APR 17.9%
QUAD P150 + 16 MB RAM	1199.99	1021.27	
QUAD P200 + 16 MB RAM	1399.99	1191.48	
FOXX P120 + 8 MB RAM	1299.99	1106.37	
FOXX P150 + 16 MB RAM	1499.99	1276.59	
FOXX P200 + 16 MB RAM	1699.99	1446.80	
MAXX P120 + 8 MB RAM	1499.99	1276.59	
MAXX P150 + 16 MB RAM	1699.99	1446.80	
MAXX P200 + 32 MB RAM	1999.99	1702.12	

PLEASE ALSO SEE OPTIONS ELSEWHERE ON THIS PAGE

WORLD'S BIGGEST GAMES CLUB 10 ESTABLISHED 1986 TWO NINTENDO 64's TO WIN

WORLD'S BIGGEST GAMES CLUB 10 ESTABLISHED 1986 WIN A PENTIUM PC at special.reserve.co.uk

PERSONAL LOAN OR CHARGE CARD AVAILABLE SUBJECT TO STATUS - PLEASE ASK FOR DETAILS

REGISTERED OFFICE - INTER-MEDIATES LTD, 2 SOUTH BLOCK, THE MALTINGS, SAWBRIDGEWORTH, HERTS, CM21 9PG. ERRORS AND OMISSIONS EXCLUDED

for Special Reserve PC's

SECOND YEAR ON-SITE WARRANTY	60.00
Note: The Samsung Monitors supplied include a two year on-site warranty. Our on-site warranties do not cover software. Please ask for full details.	
SAMSUNG 15" SYNCMASTER GLe (INSTEAD OF 14") Gives 60% more useful screen resolution when 2 MB DRAM is fitted	100.00
SAMSUNG 17" SYNCMASTER GLi (INSTEAD OF 14")	350.00
OPTIONAL LCS1024 STEREO SPEAKERS (STANDARD ON MAXX)	49.99
FITTED EXTRA 1GB HARD DRIVE (other sizes available)	169.99
YAMAHA DB50-XG MIDI CARD FITTED TO QUAD OR FOXX Fitted to Sound Blaster 16 for high performance sound and MIDI XG compatibility. Superb option if you intend to compose.	119.99
ADDITIONAL FITTED 8 MB EDO RAM (8 MB to 16 or 16 to 24)	53.99
ADDITIONAL FITTED 16 MB EDO RAM (8 MB to 24 or 16 to 32)	94.99
FITTED HP SURESTORE CD WRITER Fits neatly into spare 5.25" drive bay - includes 2 CD's	519.99

SPECIAL RESERVE PC's ARE UPGRADEABLE - PLEASE ASK

We are primarily mail order but we also have three impressive shops that stock our entire range of over 2000 products - all at discount prices.

CHELMSFORD, ESSEX 43 Broomfield Rd. Just around the corner from the bus station.
SAWBRIDGEWORTH, HERTS The Maltings, Station Rd. A few miles from the M11, near the train station.
NEW AT BRISTOL, AVON 351, Gloucester Rd, Horfield. Near Kwik Save, opposite Blockbuster

Open 9.30am 'til 8pm (10am 'til 5pm Sun & Bank Hols)

SAVE = Saving off full retail price. E. & O.E. PRICES MAY CHANGE.

Special Reserve

Special Reserve Live @ http://special.reserve.co.uk

Sales - 01279 600204

OPEN FROM 9.30am to 8pm Monday to Saturday and 10am to 5pm Sunday

F1 GRAND PRIX 2	QUAKE	SETTLERS 2	DUKE NUKEM 3D
19.99	29.99	27.99	22.99

PC CD ROM GAMES

MIN SYSTEM 486DX, VGA & 4 MB SV = SVGA required. MB = Min RAM xx%= Highest review score • = NEW WIN 95 = Windows 95 required (18) = Rated 18, please state over 18 when you order

4TH HOUR '18' 73%	14 99
1940 S COMPILATION	
1942 PACIFIC AIR WAR	
1944 ACROSS THE RHINE AND A BRIDGE TOO FAR 1942	25 99
7TH GUEST 15%	8 99
A10 CUBA SV 8MB •	30 99
ACES COLLECTION - SAGA OF ACES	
RED BARON + DATA DISK	
ACES OF THE PACIFIC + DATA DISK	
ACES OVER EUROPE	17 99
ACTUA SOCCER 2 MB 92%	17 99
AGE OF SAIL •	29 99
AH64 LONGBOW SV 8MB 90%	36 99
AIR WARRIOR 2 •	26 99
ALBION	27 99
ALIEN TRILOGY WIN 95	33 99
AMERICAN CIVIL WAR	24 99
AMOK •	31 99
ASSASSIN 2015 WIN 95 •	28 99
ATMOSPHERE •	23 99
BAD MOJO	9 99
BATMAN FOREVER	10 99
BATMAN FOREVER COIN OP 8MB • 96%	
BATTLECRUISER 3000AD	26 99
BATTLEGROUND ANTIETAM •	29 99
BATTLEGROUND ARDENNES 84%	27 99
BATTLEGROUND WATERLOO 82%	26 99
BATTLESPORTS SV 8MB •	29 99
BENEATH THE STEEL SKY	9 99
BETRAYAL AT KRONDOR	6 99
BIKE RACING 3 8MB 87%	11 99
BIOFORGE 8MB 95%	12 99
BITMAP BROS COLLECTION	
CDS MAGIC POCKETS XENON 2 SPEEDBALL 2 CADAVER	9 99
BLACKEN SWORD SV 8MB	29 99
BLAM MACHINEHEAD •	26 99
CHAMPIONSHIP MANAGER 2	
CHAMPIONSHIP MANAGER 96 97 8MB	18 99
CHAMP MANAGER ITALIAN LEAGUE 8MB	21 99
CHAMP MAN 96 97 8MB 92%	12 99
CHAMP MAN DATA DISK 96 97	
CHAMP MANAGER ORIGINAL CM2 8MB	13 99
CHRONOMASTER	9 99
CIVILIZATION 2 96%	28 99
CIVILIZATION 2 DATA DISK	
CLAWS OF HUMANITY •	17 99
COMBAT CLASSICS 3	
HISTORY OF CAMPAIGN MISSION 2000	10.99
COMMAND & CONQUER	
COMMAND & CONQUER SV 8MB 95%	31 99
COMMAND & CONQUER DATA CD - COVERT OPERATIONS 84%	14 49
COMMAND & CONQUER RED ALERT WIN 95 VERSION SV 8MB •	31 99
COMMAND AND CONQUER RED ALERT 2MB S	31 99
COMMAND COMPANION	
THE EVE OF DOMINATION OVER 100 UNOFFICIAL LEVELS	20 99
CREATURES SV 8MB	25 99
CROW CITY OF ANGELS SV 8MB •	29 99
CRUSADER NO REMORSE 8MB 85%	12 99
CRUSADER NO REGRET SV 8MB	28 45
CYBER GLADIATORS •	29 99
CYBERSTORM	30 99
DARK FORCES 8MB 96%	14 99
DARK REIGN SV 8MB •	32 99
DAY OF THE TENTACLE	9 99
DEADLOCK SV 8MB	32 99
DEATH RALLY 2 MB SV	25 99
DESCENT 94%	10 99
DESCWORLD 96%	36 99
DISCWORLD 2	36 99
DRAGONHEART FIRE & STEEL SV 8MB •	26 99
DUKE NUKEM 3D 16 SV 8MB 93%	22 99
DUNE 2 94%	12 99
DUNGEON KEEPER SV 8MB	33 99
DUNGEON MASTER 2 83%	10 99
EF2000 TFX 21 SV 8MB 97%	31 99
EF2000 AND TFX DOUBLE PACK SV 8MB	35.99
ELDER SCROLLS DAGGERFALL 89%	31 99
ENDORFUN	12 99
ERASER •	34 99
ESSENTIAL COMPILATION VOL 1	
FIFA SOCCER PGA 486 F1 GRAND PRIX	16 99
EURO 96 8MB 70%	24 99
FADE TO BLACK SV 8MB 94%	12 99
FALLEN HEAVEN •	26 99
FIFA SOCCER 96 SV 8MB 84%	29 99
FIFA SOCCER 97 8MB SV	32 99
FINAL DOOM 8MB SV	21 99
FLYING CORPS •	29 99
FORMULA 1	
F1 MANAGER	23 99
FORMULA 1 GP	11 99
FORMULA 1 GP 2 8MB 95%	19 99
FORMULA 1 GP MANAGER 2	31 99
FRAGILE ALLEGIANCE SV 8MB	25 99
FULL THROTTLE 92%	14 99
GENE WARS SV 8MB	31 99
GREAT BATTLES OF ALEXANDER •	26 99
HARDCORE 4 X 4 •	25 99
HELP! COMPILATION	
DUNE 2 PRINCE OF PERSIA PUSH OVER PRO TENNIS TOUR	
PINBALL DREAMS HUMANS F1 RACING LEADERBOARD GOLF	
SUPER VGA HARRIER SHERLOCK HOLMES 2 JACK IN THE DARK	29 99
HYPERBLADE •	29 99
IF 16 FIRE SV 8MB	19 99
M1A2 ABRAMS •	29 99
INDY JONES FATE OF ATLANTIS INDY CAR RACING 2 87%	12 99
INTERNATIONAL MOTOCROSS	14 99
INTERSTATE 76 SV 8MB •	29 99
IRON & BLOOD SV 8MB •	27 99
JOHN MADDEN NFL 97 SV 8MB	26 99
KINGS QUEST 7 90%	31 99
KINGS QUEST COLLECTION	
KINGS QUEST 1 TO 6	17 99
LEISURE SUIT LARRY COLLECTION	
VERSIONS 1 TO 5	17.99
LINKS LS 94%	32 44
LITTLE BIG ADVENTURE 93%	12 99
MAGIC THE GATHERING WIN 95 91%	29 99
MASTER OF ORION 2	30 99
MECHWARRIOR 2 THE CLANS 92%	31 99
MERCENARIES	29 99
MERIDIAN 59 •	30 99
MS FLIGHT SIMULATOR 6 WIN 95	36 99
MORTAL KOMBAT 2	9 99
MUPPET TREASURE ISLAND	26 99
NEED FOR SPEED SPECIAL EDITION SV 8MB 89%	33 99
NUKE IT 300 LEVELS FOR DUKE NUKEM 3D	14 99
OLYMPIC GAMES	26 99
PGA TOUR GOLF	4 99
PHANTASMAGORIA 18 8MB	27 99
PINBALL CONSTRUCTION KIT	24 99
POWERHOUSE	9 99
PREMIER MANAGER 3 + EDITOR	12 99
PRIVATEER 2 8MB SV	31 99
QUAKE SV 8MB PENT 95%	30 99
QUEST FOR FAME SV 8MB 80%	29 99
RAC RALLY CHAMPIONSHIP	20 99
RAILROAD TYCOON DELUXE	12 99
RAYAGE WIN 95 •	28 99
RAYMAN 86%	19 99
RESERVE DOUBLE PACK VOL 1 RYDER CUP AND ARCHER MCLEANS POOL	4.99
RESERVE DOUBLE PACK VOL 2 688 ATTACK SUB AND CHUCK YEAGERS AIR COMBAT	4.99
RESERVE DOUBLE PACK VOL 3 CAR & DRIVER AND STORYBOOK	4.99
RESERVE DOUBLE PACK VOL 4 F29 RETALIATOR AND HEROES OF THE 357TH	4.99
RESERVE DOUBLE PACK VOL 5 ROBOCOP 3 AND DUNE	4.99
RIDDLE OF MASTER LU	11 99
RIPPER 18	29 99
RISK SV 8MB •	29 99
SAFE CRACKER FOR WINDOWS	29 99
SAM & MAX HIT THE ROAD 93%	12 99
SCREAMER SV 90%	9 99
SECRET OF MONKEY ISLAND	5 99
SENSIBLE WORLD OF SOCCER 96 97	28 49
SENSIBLE WORLD OF SOCCER 96 97 UPDATED VERSION •	22 99
SENSIBLE WORLD OF SOCCER DATA DISK 96 97 8MB •	9 99
SETTLERS 2 8MB 92%	27 99
SETTLERS 2 DATA DISK	
THE MISSIONS •	18 99
SIM CITY 2000 ANNIVERSARY SV	13 99
SIMON THE SORCERER DELUXE SIMON THE SORCERER 1 & 2	30 99
SIMON THE SORCERER 2 84%	14 99
SONIC CD WIN 95 PENTIUM 8MB	22 99
SPACE HULK VENGEANCE OF THE BLOOD ANGELS WIN 95 SV 8MB 90%	34 99
SPACE LEGENDS WING COMMANDER ELITE PLUS MEGATRAVELLER	6.99

Special Reserve is mainly mail order but we have three impressive club shops which stock our entire range.

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
Around the corner from the bus station.

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
not far from the M11, near the station.

BRISTOL
351, Gloucester Road Horfield, Bristol, Avon
Opposite Blockbuster

Some items bought in the shops carry a £1 surcharge on the mail order prices.
We only supply members but you can order as you join.

ORDER WITH CONFIDENCE FROM THE LARGEST COMPUTER GAMES CLUB IN THE WORLD

BY PHONE
Call 01279 600204
Fully trained operatives
21 sales lines available

BY INTERNET
Visit our internet paradise at special.reserve.co.uk
With SECURE ordering and FREE fast delivery

BY POST
Use the coupon and post to Special Reserve, PO Box 847, Harlow, CM21 9PH

Or fax your order to us on 01279 726842 and we'll fax back to confirm your order
AND don't forget to ask for your free gift when you buy any item at the same time as joining for a year or more

Sales 01279 600204 21 lines

Fax 01279 726842 24 hours

✔ NO OBLIGATION TO BUY
✔ MASSIVE CATALOGUE ✔ GAMES
✔ HUGE SAVINGS ✔ UPGRADES
✔ COMPONENTS ✔ RELEASE DATES
✔ GREAT CLUB MAG ✔ XS SAVERS
✔ CHEATS ✔ GAMELINKS ✔ REVIEWS
✔ CHARTS ✔ INTERNET CHANNEL @
http://special.reserve.co.uk

Special Reserve

OPEN FROM 9.30am to 8pm Monday to Saturday and 10am to 5pm Sunday

WARCRAFT 2	CIV 2	SPECTRUM CD 96	ENCARTA 97
31.99	28.99	14.99	39.99

PC CD ROM GAMES CONTINUED

SPACE QUEST 6 12.99

SPORTS MASTERS
PGA GOLF '96 DLX 500 ADVANTAGE
TENNIS EURO CHAMPS 1992 6.99
SPYCRAFT Sv 8MB 91% 24.99
STAR TREK DEEP SPACE NINE Sv 8MB 23.99
KINGDOM Sv 8MB 24.99
TING 8MB 94% 33.99
SUPER KARTS 82% 12.99
SUPER STREETFIGHTER 2 TURBO 90% 14.99
SYNDICATE + DATA DISK 92% 12.99
SYNDICATE WARS Sv 8MB 92% 37.99

TELSTAR PACK VOL5
MEGARACE 2 & BLOODNET 7.99
TFX 80% 11.99
THEME PARK 95% 13.99
THUNDERHAWK 2 90% 11.99

TIE FIGHTER COLLECTION
TIE FIGHTER + DATA DISKS 92% 14.99
TIME Sv 8MB 80% 9.99
TOMB RAIDER 8MB Sv 32.99

TRANSPORT TYCOON + EDITOR SV 90% 12.99
UFO: ENEMY UNKNOWN 91% 12.99
ULTIMATE DOOM (15 Sv 90% 22.99

ULTIMATE SIM COLLECTION
SIM CITY 2000 SIM ISLE
SIM TOWER 30.99
ULTIMATE SOCCER MANAGER 19.99
ULTIMATE SOCCER MANAGER 2 82% 29.99
UNDER A KILLING MOON 12.99
US NAVY FIGHTERS 80% 14.99
V FIGHTER WIN 95 PENTIUM 8MB 90° 28.99
WARCRAFT 2 82° 31.99
WARCRAFT 2 DATA DISK BEYOND THE DARK PORTAL 17.99
WARCRAFT 88% 11.99

WHITE LINES COLLECTION
SUPER KARTS F1 GRAND PRIX AND CAR + TRACKS Sv 8MB 14.99
WING CMDR 3 15 Sv 8MB 95% 14.99
WING CMDR 4 Sv 8MB 8 25.99

WORLD CUP YEAR 94
GOAL CHAMPIONSHIP MANAGER 94 + DATA DISK STRIKER SENSIBLE SOCCER 6.99

WORMS AND REINFORCEMENT DATA DISK 26.99
WORMS 84% 26.99
REINFORCEMENTS DATA CD 14.99
X COM TERROR FROM THE DEEP UFO 15 18.99

X-COM COMPILATION
X COM TERROR FROM THE DEEP AND UFO ENEMY UNKNOWN PLUS TWO HINT BOOKS 25.99

X-WING COLLECTION
X WING B WING IMPERIAL PURSUIT + NEW LEVELS 14.99
Z 32 31.99
ZONE RAIDERS 11.99

PC CD ROM HOME AND INTERACTIVE

3D WALKTHROUGH
HOME DESIGNER 8MB 35.99
AD MATHS AND ENGLISH 27.99
AMIGA EMULATOR • 19.99
BBC GARDENERS WORLD 2 16.99
BLAKES BUSINESS GHOST CAVE 8MB • 19.49
CALENDAR AND SCREENSAVER PAMELA ANDERSON Sv 8.99
CATZ 14.99
CLEANSWEEP 95 DISK 37.99
COMPUSERVE INFORMATION MANAGER DISK 19.99
CRAYON FACTORY 4-7 23.99
DISCOVERY BEYOND PLANET EARTH 19.99
DRIVING INSTRUCTOR 2 25.99
EMULATORS UNLIMITED 19.99
FISCHER INTERACTIVE 8MB 42.99
EUREKA • 19.99
FIFTH STORY OF GRAND PRIX 26.99
FAMILY GATHERING 8MB • 24.99
FIRST AID WIN 95 29.99
FLAGTOWER THE UNEXPLAINED FOURTEEN WEDDINGS AND A DIVORCE • 24.99
FUN SCHOOL 5 IN DREAMLAND 20.99
FUN SCHOOL 5 IN SPACE 20.99
FUN SCHOOL 5 IN TIME 20.99
FUN SCHOOL MATHS 19.99
FUN SCHOOL SPELLING 19.99
FUN WITH ELECTRONICS • 31.99
GAME RUNNER 3 D SK 37.99
GAMES FACTORY 8MB 42.99
GEOFF HAMILTONS GARDEN DESIGNER 18.99
GF SENSATION • 18.99
GRAPH CWORKS + TEN DISKS 14.99
GUITAR HITS VOL 1 32.99
GUITAR HITS VOL 2 8MB • 32.99
HOORAY FOR MATHS 19.99
INTERACTIVE SAILING 19.99
KIDPIX STUDIO 21.99
KLIK AND PLAY ENHANCED 32.99
LAND DESIGNER 3D 28.99
LANGUAGE LABS FRENCH 19.99
LANGUAGE LABS GERMAN 19.99
LANGUAGE LABS SPANISH 19.99
LAUNCH PAD WIN 95 9.99
MAGNARAM 97 3 0 DISK • 34.99
MINI OFFICE TYPING TUTOR 18.99
NODDY 8MB 3 6 • 26.99
OFFICE DOCUMENTS WIN 95 DISK 19.99
OXFORD ENGLISH • 89.99
OXFORD CHILDRENS ENCYCLOPEDIA • 44.99
OXFORD CONCISE DICTIONARY 18.99
OXFORD THESAURUS • 19.99
PAWS 43.99
PART TIME MAGIC 2D SK 40.99
PC CLUB WIN 95 DISK • 27.99
PRINT ARTIST V4 • 14.99
PROFESSIONAL CV WRITER
QUICKEN 4 8MB 59.99
QUICKEN 95 38.99
RE INSTALLER WIN 95 14.99
SAVAGE • 25.99
SCI FI SENSATION 2 19.99
SERIF PAGE PLUS WIN 95 38.99
SPECTRUM CD 96 14.99
STAR TREK THE NEXT GENERATION SCREEN SAVER • 14.49
SUN PAGE 3 SCREENSAVER AND CALENDAR 19.99
SURREAL MYSTERIES OF NATURE • 19.99
VIRTUAL SAFARI WIN 95 8MB Sv • 27.99
THE SIMPSONS SCREEN SAVER • 14.99
TURBO CAD 2D 3D VERSION 3 • 74.99
UNINSTALLER DISK • 34.99
UNIVERSE OF COLOUR PCX IMAGES 11.99
UNIVERSE OF FONTS AND CONS 11.99
UNIVERSE OF MONO CLIPART 11.99
WALLACE AND GROMIT 8MB • 19.99
WINPROBE 95 42.99
WISHBONE AND THE AMAZING ODYSSEY 8MB • 24.99
WORD BEER HUNTER • 25.99
WORD OF CLIPART PLUS • 18.99

COREL CD

COREL ALL MOVIE GUIDE 19.99
COREL DRAW 3 0 45.99
COREL DRAW 6 0 WIN 95 129.99
COREL GALLERY 1 22.99
COREL WORDS GREATEST CLASSIC BOOKS 19.99

DORLING KINDERSLEY CD

DK CASTLE EXPLORER 25.99
DK CHRONICLE OF THE 20TH CENTURY 36.99
DK ENCYCLOPEDIA OF SPACE AND THE UNIVERSE 30.99
DK HISTORY OF THE WORLD 30.99
DK MY FIRST INCREDIBLE AMAZING DICTIONARY 25.99
DK VIRTUAL REALITY BIRD 25.99

MICROSOFT CD

MS ANGELENDS 29.99
MS ART GALLERY AND MUSICAL INSTRUMENTS 39.99
MS BOOKSHELF 42.99
MS CINEMAN A 94 12.99
MS CINEMAN A 97 WIN 95 8MB 29.99
MS CREATE ARTIER DISK 19.99
MS DINOSAURS 29.99
MS DOGS 29.99
MS ENCARTA 97 39.99
MS ENCARTA WORLD ATLAS 97 WIN 95 42.99
MS HOW THE LEOPARD GOT HIS SPOTS 17.99
MS MONEY 97 WIN 95 29.99
MS MUSICCENTRAL WIN 95 25.99
MS OFFICE PROFESSIONAL 97 WIN 95 OS VERSION 249.99
MS PLUS WIN 95 38.99
MS PUBLISHER 97 WIN 95 87.99
MS ULTIMATE HAUNTED HOUSE 29.99
MS VISUAL BASIC DISK 89.99
MS WINDOWS 95 DISK 139.99
MS WINDOWS 95 UPGRADE 73.99
MS WORKS 95 AND BOOKSHELF WIN 95 94.99

OVER 7 PAGES CRAMMED FULL OF PC SOFTWARE IN OUR CLUB MAGAZINE PLEASE PHONE IF THE PRODUCT YOU REQUIRE IS NOT SHOWN

FREE

Buy any item at the same time as joining for a year or more and choose one of these great gifts

FOUR GAMES FREE
ELITE, SENSIBLE SOCCER, JIMMY WHITE'S SNOOKER AND ZOOL ON CD
OR
THREE GAMES FREE
CIVILIZATION, LEMMINGS AND ELITE 2 ON CD

OR ONE OF THESE GREAT VIDEOS
GUYVER 1 – FAST PACED MANGA FANTASY
CLIFFHANGER TENSE ACTION PACKED ADVENTURE
TOMBSTONE FAST AND FRANTIC COWBOY ACTION
THE RUNNING MAN FUTURISTIC SCHWARZENEGGER FUN

OR FREE CD WALLET
HIGH QUALITY STORES UP TO 24 CD'S NEATLY AND SAFELY
OR A MOUSE MAT
SUPERMODEL KELLY
SEAL PUP
BIKINI MICHELLE

OTHER OFFERS AVAILABLE ALL OFFERS SUBJECT TO STOCK OVERSEAS MEMBERS PLEASE ADD £2 DELIVERY

Personal Loans available for our PC's
0% Finance available on PlayStation & Saturn "Big Deals"
CreditCharge Card available for most items
All credit facilities are subject to status

UNLESS STATED ALL PRICES INCLUDE VAT & DELIVERY

RAM PRICES BOTTOM OUT

BUY NOW WHILE PRICES ARE AT ROCK BOTTOM

All our PC RAM upgrades are 32 BIT, 72 pin SIMM's, non parity with a 70 Ns access time. They are suitable for most 486 and Pentium PC's. We recommend fitting RAM in pairs if you have a Pentium. Ram prices may fluctuate Please refer to your motherboard manual prior to ordering to ensure compatibilty We can fit RAM for just £10

VAT & DELIVERY INCLUDED	SINGLE	MATCHED PAIR	PACK OF FOUR
4 MB 72 PIN SIMM	19.99	37.99	72.99
8 MB 72 PIN SIMM	37.99	73.99	146.99
16 MB 72 PIN SIMM	89.99	169.99	329.99

The EDO RAM SIMM's below are as the standard 72 pin SIMM's but with Extended Data Out channel for faster performance when fitted to recent PC's. Not suitable for some 486 machines

4 MB EDO 72 PIN SIMM	21.99	42.99	82.99
8 MB EDO 72 PIN SIMM	39.99	77.99	151.99
16 MB EDO 72 PIN SIMM	94.99	184.99	359.99

GRAPHIC ACCELERATORS

DIAMOND STEALTH 3D 2000
2 MB EDO 99.99
MATROX MYSTIQUE 3D
2 MB SGRAM 129.99

DRAM GRAPHICS UPGRADE
1 MB GRAPHICS DRAM UPGRADE 24.99
UPGRADE FROM 1 MB TO 2 MB. PLEASE CHECK GRAPHICS CARD MANUAL PRIOR TO ORDERING

PENTIUM CPU UPGRADES

GIGABYTE PENTIUM TRITON CHIPSET II MOTHERBOARD 129.99
WITH 512K PIPELINE CACHE RAM
INTEL PENTIUM P100 CPU 99.99
INTEL PENTIUM P120 CPU 149.99
INTEL PENTIUM P133 CPU 179.99
INTEL PENTIUM P150 CPU 229.99
INTEL PENTIUM P166 CPU 329.99
INTEL PENTIUM P200 CPU 429.99

BUDGET FAX/MODEMS

We are pleased to offer this range of high quality Fax/Modems for extreme y reasonable prices All are capable of sending and receiving Facsimiles and come with software to enable you to get on line with the world of electronic communications Plus a **FREE INTERNET STARTER PACK** is included with all our Fax/Modems.

INTERNAL 14.4K FAX/MODEM 49.99
EXTERNAL 14.4K FAX/MODEM 64 99
INTERNAL 33.6K FAX/MODEM 89.99
EXTERNAL 33.6K FAX/MODEM 119.99

US ROBOTICS FAX/MODEM
US ROBOTICS SPORTSTER EXTERNAL 33.6K 159.99

HEAD TO HEAD NETWORK
HEAD TO HEAD NETWORK KIT FOR TWO PC'S 49.99
COMPLETE PACKAGE TO NETWORK TWO PC'S FOR HEAD TO HEAD GAMING FOR DOS WINDOWS 3.X, WINDOWS 95 AND OS/2 NETWORKING
NETWORK COMPONENTS ALSO AVAILABLE

PRINTER PRICE CRASH

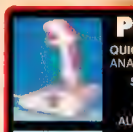
CANON BJC 210 COLOUR PRINTER 159.99
COMPLETE WITH DK ENCYCLOPEDIA OF LIFE
CANON BJC 4100 COLOUR PRINTER 209.99
COMPLETE WITH PRESSWORKS 2 DTP SOFTWARE
CANON BJC 610 COLOUR PRINTER 319.99
NEAR PHOTO QUALITY COLOUR INKJET

INK CARTRIDGES

BLACK - BJC 200, 210 AND 240	21.99
BLACK - BJC 4000, 4100 AND 4200	11.49
BLACK - BJC 600, 610 AND 620	12.49
COLOUR - BJC 210 AND 240	24.99
COLOUR - BJC 4000, 4100 AND 4200	17.99
COLOUR - BJC 610 AND 620	24.99

FULL RANGE STOCKED FOR CANON, EPSOM CITIZEN HP AND LEXMARK

PC CONTROLLERS



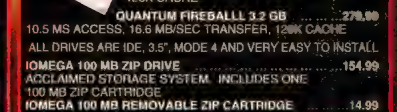
QUICKSHOT 201 JOYSTICK 15.49
ANALOGUE, 15 PIN WITH AUTOFIRE
SAITEK MEGAPAD 12 15.49
DIGITAL, 15 PIN WITH AUTO AND TURBO FIRE
SAITEK MEGAPAD 8 16.99
ANALOGUE, 15 PIN WITH AUTOFIRE
DEXXA MOUSE 10.99
VARIABLE RESOLUTION, 3 BUTTON WITH LONG CORD

LOW PRICE HARD DRIVES

QUANTUM FIREBALL 1 GB 149.99
12 MS ACCESS, 16.6 MB/SEC TRANSFER, 128K CACHE
QUANTUM FIREBALLL 2.1 GB 219.99
10.5 MS ACCESS, 16.6 MB/SEC TRANSFER, 128K CACHE
QUANTUM FIREBALLL 3.2 GB 279.99
10.5 MS ACCESS, 16.6 MB/SEC TRANSFER, 128K CACHE
ALL DRIVES ARE IDE, 3.5", MODE 4 AND VERY EASY TO INSTALL
IOMEGA 100 MB ZIP DRIVE 154.99
ACCLAIMED STORAGE SYSTEM. INCLUDES ONE 100 MB ZIP CARTRIDGE
IOMEGA 100 MB REMOVABLE ZIP CARTRIDGE 14.99

PC MULTIMEDIA

SAMSUNG SCR830 EIGHT SPEED IDE CD ROM 84.99
CREATIVE LABS EIGHT SPEED IDE CD ROM 99 99
HP SURESTORE CD WRITER 499.99
HIGH PERFORMANCE CD WRITER FOR USE WITH STANDARD RECORDABLE CD'S ABLE TO WRITE ONCE AND READ MANY TIMES INCLUDES 2 FREE 650 MB RECORDABLE CD S
PACK OF 5 TDK RECORDABLE CD'S 39.99
PACK OF 10 TDK RECORDABLE CD'S 76.99
EACH CD HAS 650 MB CAPACITY AND A LIFETIME WARRANTY



SOUND BLASTER 16 VIBRA 59.99
16 BIT STEREO VIBRA CHIPSET 20 VOICE OPL3 FM MUSIC SYNTHESIS SER
CREATIVE LABS MC1000 MICROPHONE 19.99
STYLISH UNIDIRECTIONAL MICROPHONE. IDEAL FOR USE WITH SAMPLING AND RECOGNITION SOFTWARE
LABTEC LCS1024 STEREO SPEAKERS 49.99
VERY HIGH QUALITY 20 WATTS RMS WITH MONITOR MOUNTING BRACKETS FOR MAXIMUM DESKTOP SPACE MICROPHONE AND HEADPHONE THRU PORTS

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

TRIAL MEMBERSHIP ONLY £1 (1 MAGAZINE)

ANNUAL MEMBERSHIP FEES UK £7.00 EC £9.00 WORLD £11.00

Buy one item as you join for a year and we'll give you a choice of free gift Club benefits include regular club magazines club competitions and a staggering selection of products, many at below trade price Over 250,000 people have joined and Special Reserve has 80 dedicated staff Members are under no obligation to buy All prices include VAT and carriage to MOST UK mainland addresses

Overseas orders must be paid by credit card. Hardware items (battery or mains) are only supplied to the UK addresses
Overseas surcharge £2.00 per software item or **25%** on other items

BLOCK CAPITALS please)

Name & Address PC GAMER

(Mac or PC please state DISK or CD Rom)

Postcode Phone No Machine

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK £7)

Item
Item
Item
Item

For **OPTIONAL** first class post add 50p per item
For **OPTIONAL** fast delivery on hardware add £3 00
For items over £600 please add £15 00 delivery

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O /Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE SIGNATURE SWITCH ISSUE NO

Mail Order/Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.

THE BIGGEST GAMES CLUB IN THE WORLD
ESTABLISHED 1986

Inevitably some games listed may not yet be available. Please phone to check availability.
Prices may change without prior notification. Sent to press 04.11.96 Errors and Omissions Excluded.
SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts

THIS MONTH

Collapsing, panting, on the door step, Eyewitness takes a few moments to catch its breath and then begins to divulge information about the world of PC games. It speaks of *Hexen II*, of *Wipeout 2097*, and of *The Hospital*. It tells tales of *Sand Warriors* and an intriguing-looking new game called *Dark Earth* from Mindscape. And it has countless other interesting anecdotes to relate, which it bravely does despite the blood seeping from wounds all over its body.

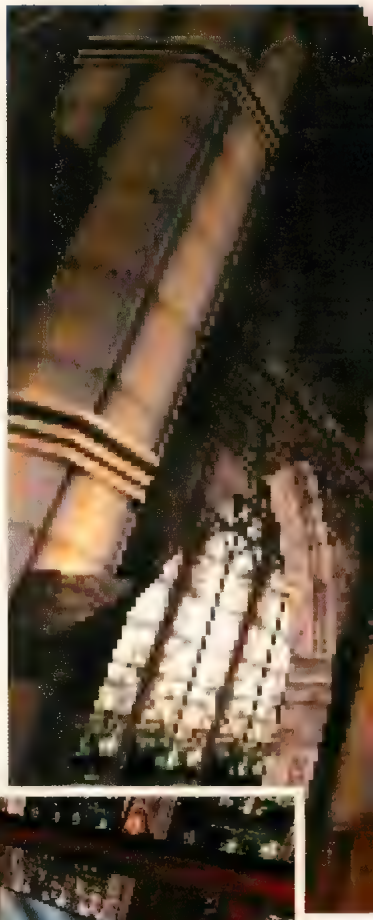
NEWS INDEX

27 Alexey Pajitnov
29 Alien Trilogy
38 Charts
27 Codemasters
36 Dark Earth
34 EA on-line
34 EF2000 Tatcom
37 Extreme Assault
36 Game Guru
40 Game prices
26 Hexen 2
24 LucasArts Archive II
31 Phantasmagoria 2
34 Sand Warriors
29 Sim Hospital
38 The Latest On... MDK
27 Ultimate Sim
30 Where Are They Now?
30 Wipeout 2097

The return

One of last year's most frightening games is being given much more than a mere update for the inevitable sequel.

By JAMES FLYNN



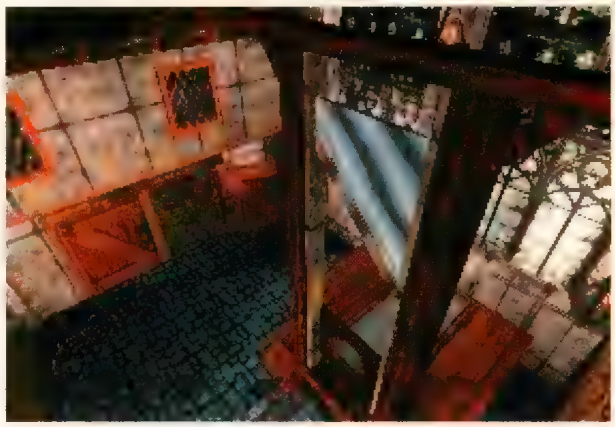
RAVEN SOFTWARE, THE people behind *Heretic* and *Hexen*, are one of PC gaming's success stories of the past couple of years. While it would be easy to put this down to their being the first company to be licensed by Id Software to use the *Doom* engine, there's actually more to it than that. Quite simply, Raven make extremely good games.

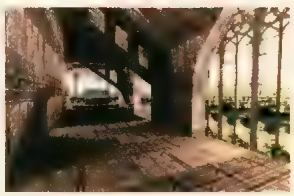
Raven would have had an easier time than any other company in the world if they'd chosen simply to turn out a *Doom* clone, with the clear head start the game's engine would have provided. Instead, for *Heretic*, they opted to improve *Doom*'s 3D world by adding the ability to look up and down as well as fly around. *Hexen* built on this and basically tried to re-invent the level-based game. Instead of progressing predictably through levels 1-30 in strict order, *Hexen* saw levels grouped round a single hub and themed with objectives and sub-objectives in surrounding levels to provide variety. And while I think this created (in places) something that was only a whisker away from being one of the most frustratingly tedious games I've ever completed, credit must be given for their having the guts to try something new, and it should also be remembered that this was the first attempt at the approach.

Id were obviously sufficiently impressed by *Hexen* to continue the technology relationship with Raven. ***Hexen 2***, which has just been announced a year after the original's release, will therefore become the first non-Id game to use *Quake*'s technology. The results already look incredible, and from a purely aesthetic design standpoint exceed even *Quake*'s own architecture. Huge cathedral knaves stretch out into the distance, replete with candles, altars, and all the other trappings. Buttresses arch high overhead, and the views through the windows include lightning flashes and rain. The power and versatility of *Quake*'s engine isn't in doubt, the only concerns being about the number of non-brown colours it can shift at once. The lack of stained glass in the windows in these *Hexen 2* pictures is ominous, so we must hope that *Hexen*'s kaleidoscopic palette will be retained in the seque .

For the game itself, Raven have introduced a fourth character class to play in addition to the existing fighter, cleric and mage. There's also more emphasis on the RPG side of the *Hexen* world. Characters will now accrue experience points as they progress through the game and rise up levels as they do so. With this, more abilities will become available. Each class now has access to five weapons, four of which can be powered up using the Tome of Power. The fifth, we assume, is a super weapon that must be assembled as you progress to combat the large list of new creatures that are making an appearance. About the only thing that isn't clear is how you managed to lose the artefact that you stole off Korax at the end of *Hexen* – the one that granted its wielder absolute power. Left it in the pub while celebrating, maybe.

● *Hexen 2*, which is a working title, will be released just after Easter next year.



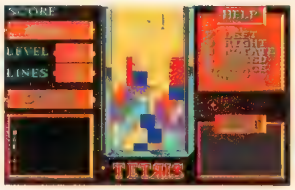


(Top) A guillotine hangs above something that is probably vital to your quest. (Above-left) Doors swing open. (Above-right) There's rain, fog and lightning in *Hexen 2*.

# of Hexen

Russian creator

PC GAMER learns that Alexey Pajitnov, the famous Russian creator of *Tetris*, is the latest to have become absorbed by the Microsoft collective. Alexey, who was last spotted working on the curious-looking *Fire & Ice* (which we don't actually recall reviewing, for some reason), has now been consumed by Microsoft's games division and put to work creating new puzzle games.

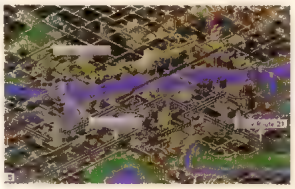


Good news

Codemasters, it seems, are returning to the world of PC games, which is certainly good news. The Codies are reported to be working on a Colin McRae rally game and a rugby game that looks quite good although features an inhuman number of control keys. There's no talk of further PC *Micro Machines* games, though.

Three games

Readers who prefer to find more than one game in their boxes will be delighted with the recently released *Ultimate Sim Collection*, which contains not two, not four but three games. The first is *SimCity 2000* (PCG 4, 94%), once hailed by PC GAMER as the best PC game of all time, although, in retrospect, those water pipes can grind one down. There's also *SimTower* (PCG 21, 86%), a splendid game, and *SimIsle* (PCG 24, 67%), which is a bit dull. All four can be yours for £40.

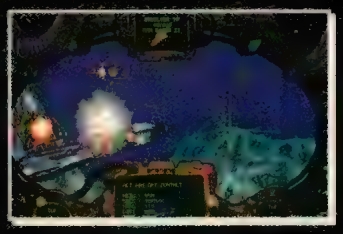


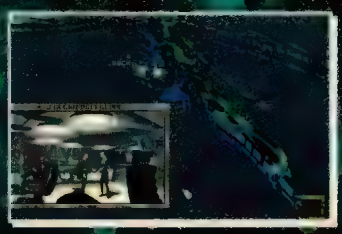
Witnessed PCs

This special 'Christmas' issue of PC GAMER is, you'll notice, the largest PCG that's ever been produced, weighing in at a scales-breaking 212 pages. It has taken 410 man-years to produce, cost the lives of 15 immigrant labourers, involved the playing of 95 PC games and witnessed PCs crashing over 2,500 times. Season's greetings.

Intense Underwater Action . . . Better Hold Your Breath!

ARCHIMEDEAN DYNASTY





- Stunning Hi-colour, Hi-res graphics with 65,000 colours
- Atmospheric surround sound
- Detailed storyline with real-time battles in SVGA vector graphics
- Realistic underwater motion and current simulation
- Impressive arsenal of weapons
- Interact with hundreds of characters
- Advanced dialogue system

Humanity ends where the deep begins . . .

Check out http://www.bluebyte.com

Blue Byte Software Ltd • 22 Billing Road • Northampton • NN1 5AT • United Kingdom
Tel: 01604-232200 • Fax: 01604-24553

Blue Byte

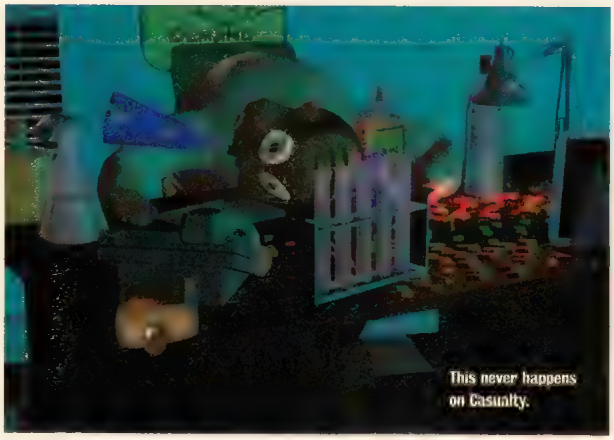
Playing doctors and nurses

Bullfrog's Designer series is about to gain its second member. But can it ever compete with *Theme Park*? By JAMES FLYNN

THEME PARKS ARE JOLLY, happy places to be. Hospitals are most certainly not. Theme Parks are the sort of place you visit lots when you're younger, while hospitals tend to become more popular with people as the pearly operating theatre doors start to open. So can ***Theme Hospital***, Bullfrog's latest game, even begin to match the runaway success of *Theme Park* – a game so enduringly popular EA are now burning another 85,000 for its budget release?

This is clearly a question that worries Bullfrog as *Theme Hospital* nears completion, so they're going to great pains to emphasise that it's a proper, enjoyable simulation in the same vein as *Theme Park*. You're initially charged with the task of establishing the most efficient, profit-making hospital possible. To accomplish this you're given control of pretty much every aspect: staff employment; equipment; heating, air quality and general business strategy.

Each patient who arrives at the hospital will be afflicted with one or more diseases. These range from Broken Heart to Elvis Impersonation Syndrome and onto the clearly horrific Third Degree Sideburns. (And yes, this is where things could arguably be seen as having gone distinctly pear-shaped...) To treat the various ailments you'll need to have the correct diagnosis facilities and then be able actually to treat the person with a combination of drugs, operations and other methods. If you can do this successfully, they'll spread the word and more patients will come to your hospital, as opposed to the three rival establishments which are competing for the available diseased flesh.



As you'd expect from Bullfrog, there are humorous aspects to the highly topical subject of cheap, efficient health care. Medical research can be carried out on ill patients with unknown diseases and the results (depending on whether they're successful or not) will either enhance or thoroughly ruin your hospital's reputation. And just think of the 'comic' possibilities the 'Real Life Disasters' data disks could provide...

Let's face it; some concepts are just not all that immediately endearing, and managing a hospital full of sick 'customers' is quite possibly at the top of this list. But if you argue along the same lines, *SimCity* should have failed miserably, and *Lemmings* would have indeed been a suicidal development gesture. *Theme Hospital* has all the ingredients of a fine business strategy simulator, and the mighty Bullfrog are back in force after *Syndicate Wars* and *Gene Wars*. All *Hospital* needs to do is convince the world that it's actually worth diving into and playing.

● Bullfrog are planning *Theme Hospital* for mid-February.

In view of the fun to be had watching Casualty and Chicago Hope, a hospital-based game seems like a fine idea. But are made-up diseases what the public wants to be treating?

Being thirsty, though, hardly seems reason enough to call an ambulance.

Dour at the prospect

Those dastardly gremlins went and messed something up last month, which meant that the decidedly under-average and certainly not *Excellent Card Games* was inadvertently awarded a huge 85%. Steve, who normally comes in each morning as cheery as a sand boy, was dour at the prospect of being quoted awarding such a score, and had this to say: "It does not deserve 85%. '*Excellent' Card Games* is boring and even verges on the pointless. I want it to be known that, in actual fact, I only gave it 41%."

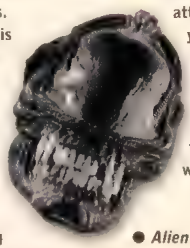
Alien Trilogy is complete at last

Explore one of the most popular sci-fi universes, courtesy of Acclaim.

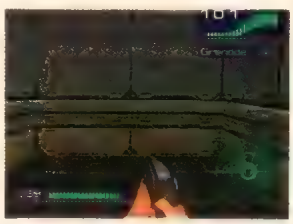
Acclaim's *Alien Trilogy* is now finished, but unfortunately missed this issue's review deadline. So because it'll be in the shops around the time you're reading this, it's only fair to keep you updated. It's clear that, looks-wise, it's not in the same league as *Quake*, but rather like the fine *Space Hulk 2*, *Trilogy* could score in other departments.

Although the emphasis in the game is on shooting and collecting keys to progress, there are some neat supplementary tactical elements. The PC re-coding has also provided the obvious opportunity to remove some of the more irritating aspects of the console game, such as the way the Aliens constantly attacked in waves and wore you down trough sheer attrition. Also included is the multi-player option that caused the game's release to be delayed in the first place. So, all being well, it might be quite good.

Full review next month.



● *Alien Trilogy* will be released in the first week of December.



As well as a gun, there will, obviously, be some things to shoot with it in the finished *Alien Trilogy*. Aliens, mostly.

Hover craft

Psygnosis' ultra-slick PlayStation-maker *Wipeout 2097* finds its way onto the PC with a little help from 3Dfx.

By JAMES FLYNN

I THINK I WAS ABOUT THE ONLY person to like *Wipeout* on the PC. Perhaps it was a subconscious bonding with the PlayStation version that I had been playing for much of the summer, but it was a very good game.

Admittedly the VGA graphics made it a little hard to see where you were going, and it wasn't perfect, but it was still a fun and challenging racer. The original *Wipeout* almost single handedly gave the PlayStation its street-cred appeal with its Designers Republic imagery and cutting edge techno. That's probably why it didn't fit on the hideous PC, come to think of it.

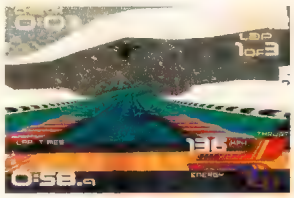
The seque , ***Wipeout 2097***, has all the flash accoutrements of *Wipeout*, but Psygnosis' Liverpool-based developers have tried to correct the niggling playing problems that dogged the original. Foremost among these was the harsh punishment of hitting the side, which resulted in you being brought to a frustrating stop. It is now possible to skirt along the walls and only a shuddering impact will cause a complete, hoversled-flipping stop.

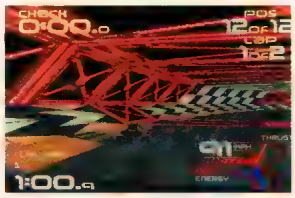
The track difficulty gradients have also been evened out with the introduction of an intermediate set of courses that ease you onto the Rapier difficulty levels. Also new are some pits and sled damage indicators that are meant to add a tactical element to the longer races. And best of all is the Shockwave weapon that causes the entire track to ripple violently and break up before paralysing the craft ahead.

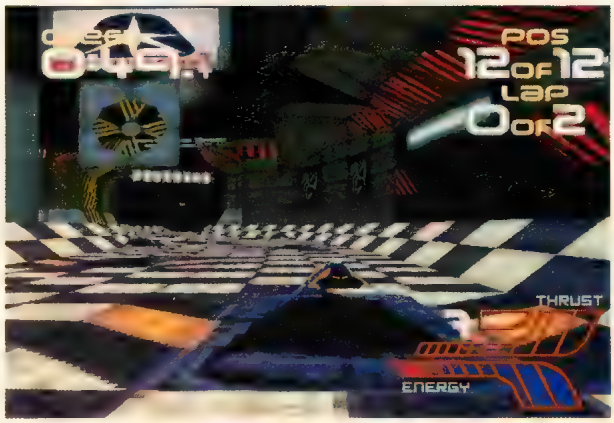
Perhaps most importantly for *Wipeout 2097*, the technical problems of getting the game to belt along at 30fps will be just a memory for owners of D3D based cards, and Wipeout 2097 will run on all of these. Psygnosis, who have wisely allied themselves closely with 3Dfx from an early stage, are now definitely producing their F1 game specifically for the 3Dfx card as well. Both look like arcade games and with the new Microsoft joypad might even almost feel like one.

● *Wipeout 2097* will hover into your CD drive in February.

The 3Dfx version of *Wipeout 2097* will run at 640x480 at 30fps, which should give non-PlayStation owners the chance to see what a good game it really is.







Another addition to the game is a shield that makes racing slightly more tactical. This combined with new track design and playability tweaks make it better than the original.

Where are they now?

The 24 days of Advent are here, and with them comes the release of a couple of big games (and the continuing delay of most of the others).

Alien Trilogy (Acclaim)	December
Deathtrap Dungeon (Eidos)	March
Diablo (Blizzard)	December
Dungeon Keeper (Bullfrog)	February
Ecstatica 2 (Psygnosis)	February
Flying Corps (Rowan)	December
Guts 'n' Garters (Ocean)	February
Imperium Galactica (GT)	January
Into the Shadows (Scavenger)	February
Jedi Knights (LucasArts)	April
LBA2 (EA)	February
Magic The Gathering (MicroProse)	February
MDK (Interplay)	January 15th
Prey (3D Realms)	May
Realms of the Haunting (Gremlin)	December
Starcraft (Blizzard)	June
Star Trek (MicroProse)	February
Sub Culture (Criterion)	February
TFX3: F-22 (DID)	March
Unreal (Epic)	March
X-COM: Apocalypse (MicroProse)	March
X-Wing vs TIE Fighter (LucasArts)	January

It's back!

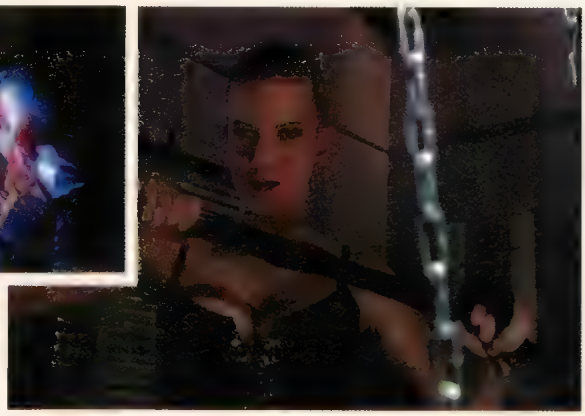
Another white elephantasmagoria?

Phantasmagoria was, according to Sierra, "America's top selling game for the second half of 1995." To date it has sold well in excess of half a million copies, and is still going strong across the big pond. It got 12% in PCG 24.

Phantasmagoria 2: A Puzzle of Flesh is built around the same theme that caused the first to be so needlessly offensive, but this time it's hoped that the story will in some way allow for it to be expressed more artistically. The design document refers to it as "one of an elite group of games comprised of 100% film, making the mental terror all that more real". This presumably refers to the fact that it solely uses actors against film sets, and makes no use of rendering or blue screen. There'll be a password protection scheme to limit access to the sexually explicit and violent parts.

Phantasmagoria 2 will be the last interactive movie to emerge from Sierra's doors. And for that reason alone we are looking forward to it with great relish.

● Sierra's *Phantasmagoria 2* is due out in February.

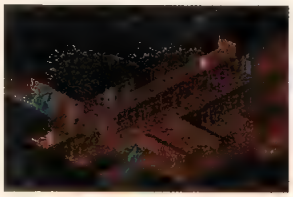


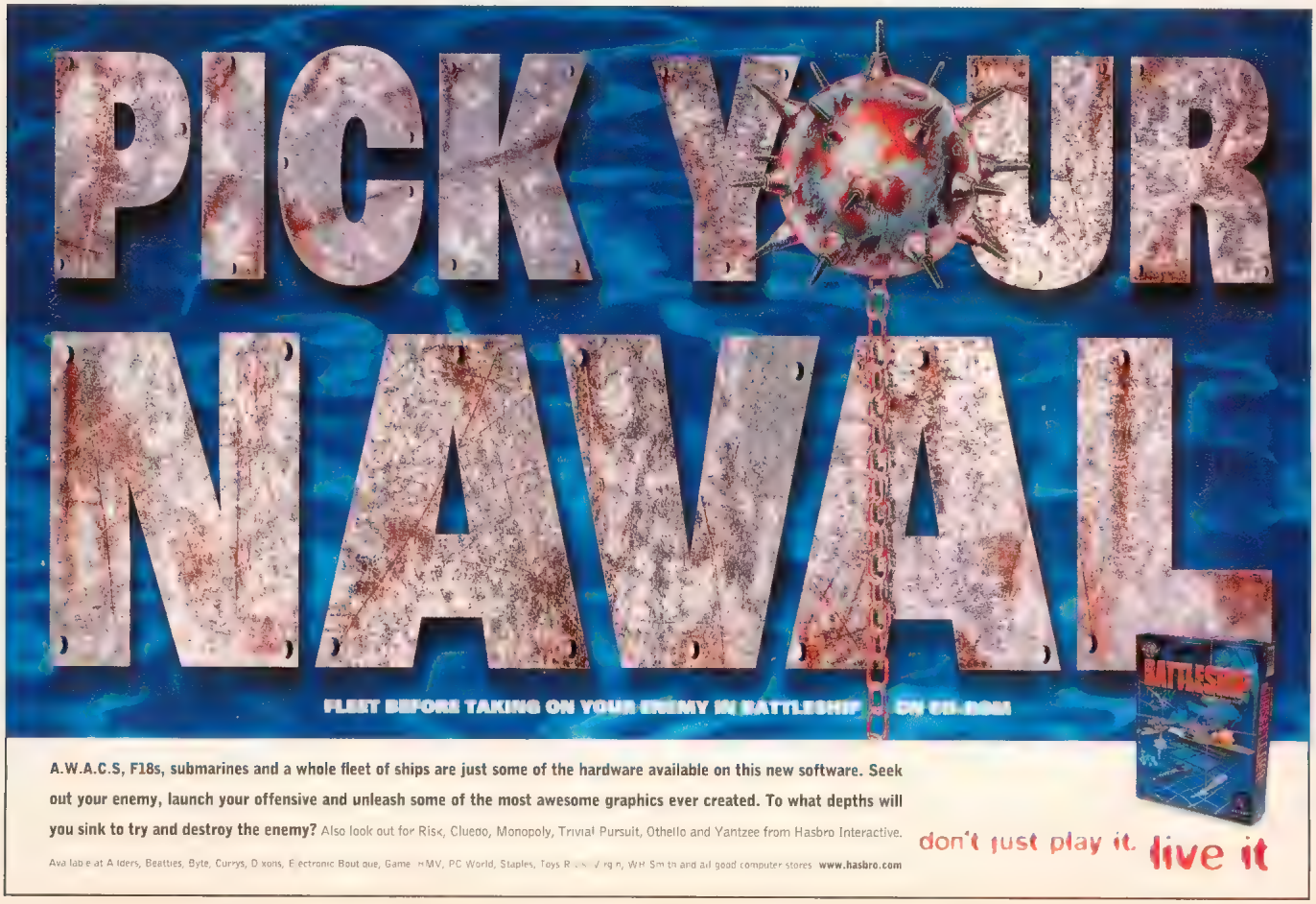
It's safe to say that the *Phantasmagoria 2* buyers are male, over 18, obsessed with sex and violence and probably not the sort of person you'd drink with.

MicroProse and Acclaim

MicroProse's seemingly endless stint in the financial quagmire seems to have come to an end. The firm recently announced a profit of $1.2 million for the first half of this year against losses of $40 million for all of last year. *Civilization 2*, *Grand Prix 2* and *Top Gun* were the main contributors

Magic: The Gathering has still not seen the light of day, however. Rather than this being another embarrassing *GP2* situation, however, the cause is due to a legal dispute between MicroProse and Acclaim. Acclaim are also programming a *Magic: The Gathering* game that, while being based round the card duels, is more wargame focused. MicroProse's *MTG* will be released within this financial year (i.e. sometime before next spring). See next month's Eyewitness for a closer look at Acclaim's similarly excellent-looking effort.




PICK YOUR
NAVAL
FLEET BEFORE TAKING ON YOUR ENEMY IN BATTLESHIP
BATTLESHIP
A.W.A.C.S, F18s, submarines and a whole fleet of ships are just some of the hardware available on this new software. Seek out your enemy, launch your offensive and unleash some of the most awesome graphics ever created. To what depths will you sink to try and destroy the enemy? Also look out for Risk, Cluedo, Monopoly, Trivial Pursuit, Othello and Yahtzee from Hasbro Interactive.
don't just play it. live it
Available at Argos, Beatties, Byte, Currys, Dixons, Electronic Boutique, Game, HMV, PC World, Staples, Toys R Us, Virgin, WH Smith and all good computer stores www.hasbro.com

For our free brochure write to:
Park House, Thornbury, Bristol BS12 2AQ
or telephone: 01454 855050

Saitek™

We hope it's funny

21st Century tread new ground with a football game with a difference.

PERHAPS PEOPLE ARE BEING unfair on 21st Century when they laugh at 'yet another pinball game'. Judging by their latest plans there's good reason to expand the firm's sphere of influence to anything that contains a ball. ***It's A Funny Old Game*** is an attempt to break into the extremely lucrative footie management game market, but tackles the subject with a somewhat more 'light hearted' approach than the competition.

Cartoon characters depict the state of your team as it rises from the lower leagues to the top. There are the usual secondary cups to compete in, fitness programmes, training centres and business management aspects. Certain referees can be bribed, and boozy nights out improve team morale. And it's German, so there are many, many numbers to adjust. *IFOG*'s underlying game looks to have the potential to be as good as any; it just remains to be seen whether or not the irreverent approach is to the religious football fan's liking.

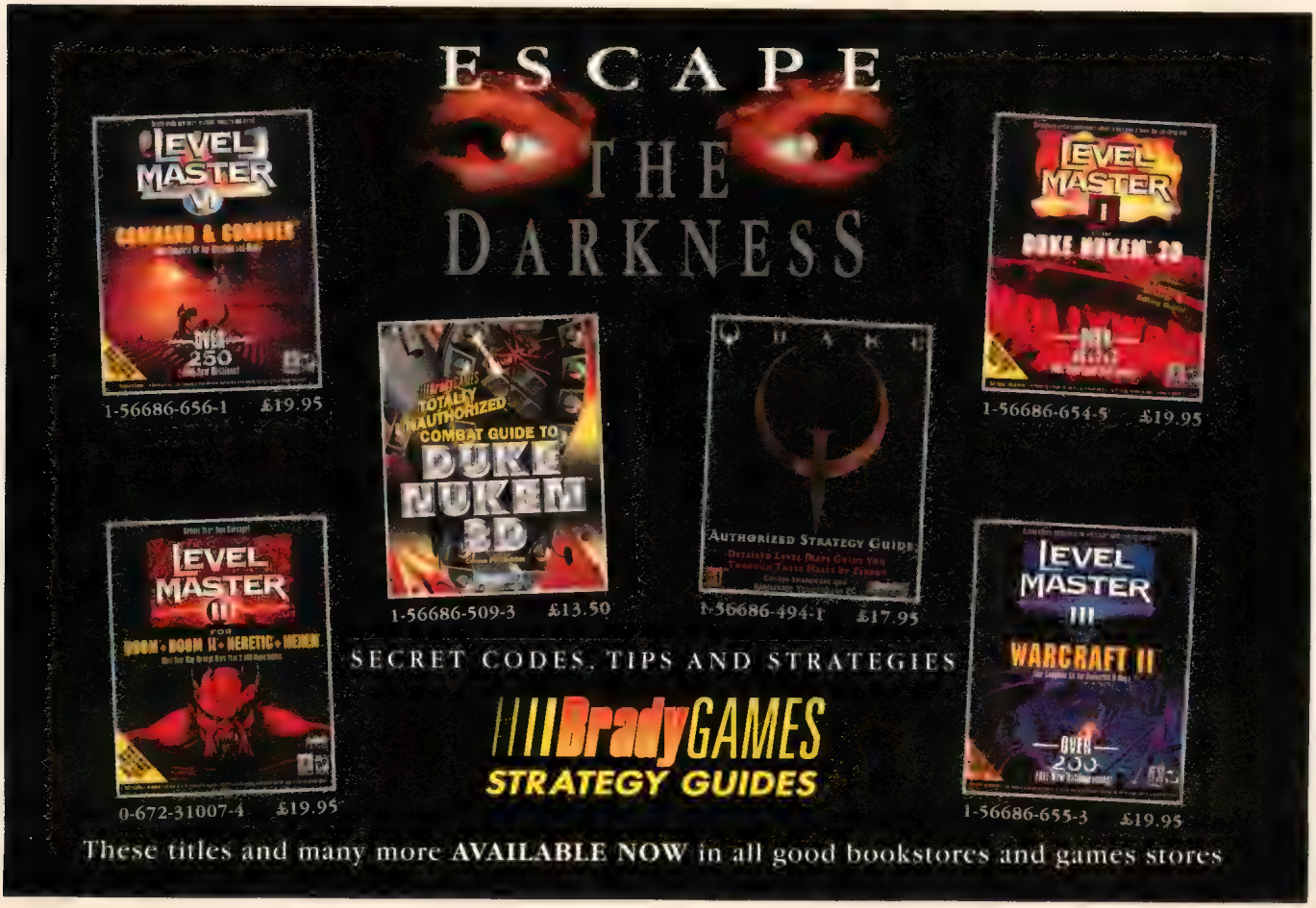
● *It's A Funny Old Game* will be headed your way in January.

Five times faster

Intel paid the PC GAMER offices a visit recently to update us on their forthcoming MMX chip. UbiSoft's *POD* and Maris's *Space Simulator* both looked lovely, and the close-up texture filtering in particular was impressive. The power of the chip was best demonstrated, though, by placing a standard Pentium and an MMX one side by side and performing benchmark-style 3D graphics tests. Intel claim that MMX is five times faster than today's Pentium when the code is optimised, and on the basis of the evidence presented this is not far off the mark. PCs based around 166 and 200MHz chips bought from February onwards will be MMX-enhanced.

Spaced stablemate

Novalogic have announced that the release of *Comanche 3* has been delayed until February next year, and that its Voxel Spaced stablemate, *Armored Fist*, has also been put back until at least then. The reason for the slip was, ironically, *F-22* (PCG 37, 82%), which had monopolised the firms resources over the past few months, but it's also possible that the arrival of MMX is being taken into account.



A separate dog

The PC's best flight sim continues to improve. *EF2000*'s creators, DID, have just announced a selection of new add-ons for the all-time aerial champ. In early December they'll be releasing the *Tatcom* data disk for DOS that contains customisable missions with improved route planning, wingman control and mid-air re-fuelling. Also included is a separate dogfight planner that allows you to practise your skills before entering the campaign for real. *Tatcom* costs £15 and will be followed up by a complete Win95 *EF2000* CD and finally a version to take advantage of all the new 3D graphics cards that are arriving.

Sit together

LucasArts' assault on the Christmas PC market has suffered a blow with the delay of *X-Wing vs TIE Fighter*. When you're LucasArts, though, there are always a few old classics up your sleeve. Some of these have been wheeled out to sit together in the LucasArts Archive Volume II. *Dark Forces, Rebel Assault I & II* and *TIE Fighter* co-inhabit an attractive box, and then there's the Making Magic CD that provides a teasing insight into the making of the new, updated Star Wars films. If you've somehow failed to play *TIE Fighter* and *Dark Forces* so far, this one's well worth picking up, even at £45.

Rivers of molten gold

Essentially *Gauntlet* in 3D, Gremlin's *Reloaded* is the sequel to the PlayStation's *Loaded*. Your little chap runs around a maze of corridors, popping in and out of teleporters, activating sprinklers to cool down hot bits and dodging rivers of molten gold. Wound an enemy and it's possible that, in a bid for mercy, he'll reveal some vital piece of information. Then you can finish him off, provoking the sort of gory death scene last seen in *Crusader: No Regret*.

Pyramid shelling

The Egyptian desert hots up still further as warring aliens move in.

By JONATHAN DAVIES

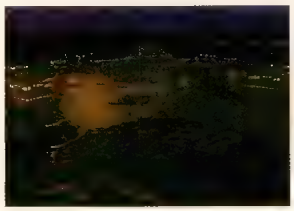
WITH A SCENARIO THAT sounds uncomfortably close to that of Stargate, the worst film ever made you're zooming about over ancient Egypt in futuristic spaceships – and all the trappings of a hundred other 3D shoot-'em ups, ***Sand Warriors*** might sound unremarkable. But it's being put together by Sheffield-based Gremlin, who, with *Normality, Fragile Allegiance* and the imminent *Realms Of The Haunting*, seem to have become something of software superheroes recently. We're therefore keeping an unusually close eye on it.

In fact, we've gone so far as to play an early version a bit. There's lots of desert, inevitably, but also some absolutely huge buildings and motherships to be flown around and – more interestingly – inside of. These come courtesy of a particularly fine 3D engine, which gives reasonable speed on a reasonably modest machine in SVGA, and features nice touches like guns outside your cockpit's side-windows that you can watch firing.

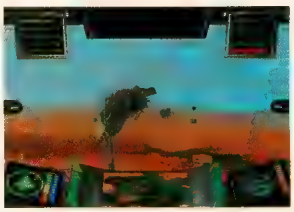
The plot puts you into a fighter ship flying for House Osiris, battling for control of Egypt against your rivals House Set. You begin in a really awful ship, and, as you complete missions, get to work your way up the ranks until you're launching nuclear missiles against the enormous enemy cruisers.

Next to other 3D shoot-'em-ups, while *Sand Warriors* doesn't appear to have the outright speed of something like *Terminal Velocity*, it's got a great deal more depth. For example, although you're given broad mission objectives, you can choose precisely how you execute them. Take out enemy radar stations, for example, and – we're told – their defences will become less co-ordinated. Blow up their aerodrome and you'll meet with less resistance from the air. Of this sort of thing great games are made.

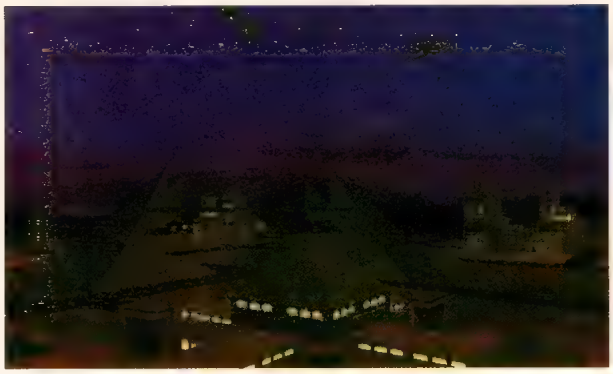
● Gremlin will release *Sand Warriors* upon us shortly before Christmas.



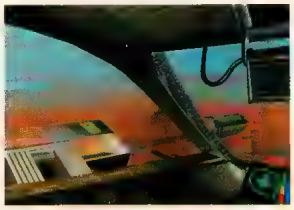
This is you in an early ship. Success equates to buying bigger weapons.



The instrument panel's hardly original, but the map spins around quite nicely.



Gremlin 'do' Las Vegas and mix it up a bit with a brown Bladerunner. Fly around here making lots of zooming and swooshing noises and strafing cars.



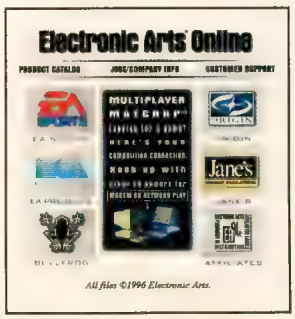
EA extravaganza

EA join the growing ranks of publishers offering a multi-player gaming facility.

Electronic Arts, the world's largest software producer, have announced that, as of now, they're operating the Internet Multi-Player Matchup Service. This is aimed to provide webbed-up gamers the world over with the opportunity to play EA games against other humans.

The system operates slightly differently to some of the other services, including Wireplay. Instead of providing a list of players on line at the time and arranging games then and there, IMMS offers an Internet search engine at EA's web site that contains the names and e-mail addresses of all those who've registered for the service. It's then up to players to arrange individual tournaments themselves, although with the excellent Kali network-mimicking software this is hardly a major problem. The only problem appears to be entering phone codes on the form, as it appears to be totally US-driven.

As the company responsible for the majority of global sports game sales, Electronic Arts' new service is of particular importance to gamers, particularly those who want to play US sports games. You can register for the service at www.ea.com, and, if necessary, Kali's software can be downloaded from www.kali.com.



PUNK
Never mind the bollocks, this pissed-up punk is bringing anarchy to the dump. Accurate with snot from 50 yards
"Quite simply one of the most beautiful games we've ever seen... THE adventure game of '96"
PC Gamer
Meet the Blubs: a mad family of pint-size aliens that have crash landed their spaceship in one of earth's filthiest dumps. You've got to help them repair it using nothing but trash, so they can return to their home planet for a much needed wash. However, they're also being pursued by the insane Khan and his gang of pissed-up thugs, who have a plan for total dump domination. It's time to get your hands dirty!
DOWN IN THE DUMPS
Haiku STUDIOS
PHILIPS MEDIA
PC CD ROM, MAC and PLAYSTATION
PHILIPS MEDIA
THE RUBBISH GAME THAT ISN'T

Onwards and up

Mindscape's French development office is spearheading the way forward for the company with *Dark Earth*.

By JAMES FLYNN

MINDSCAPE MAY STILL frequently be in the doldrums when it comes to PC GAMER's review scores, but looking six months down the line there are potential shining lights moving this way. One of these is ***Dark Earth***, a fantasy RPG game that looks as far ahead of the competition today as Scavenger's *Into The Shadows* did when the first pictures of it emerged some eighteen months ago.

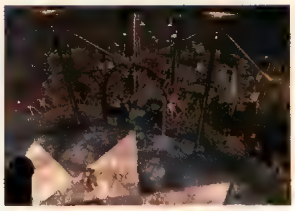
Dark Earth, developed by Mindscape's Bordeaux offices, sets you down in the distant future. The Earth has been struck by a fragmented comet and has been transformed into a dark, bleak and generally poisonous place to live. The only safe havens are cities called Satellites that sit under great shafts of light surrounded by darkness. It's within one such place that *Dark Earth* is set as you attempt to keep the light coming and rediscover how to operate the pre-cataclysmic devices that offer long-term hope.

The graphics throughout the game look simply amazing, and the quality of the rendering can proudly sit next to Westwood's *Lands Of Lore II* at the top of the development heap (until next month, anyway). Each of the 250 views in the game has been pre-rendered using Softimage and 3D Studio Max, but Mindscape aren't content with just having pretty backgrounds and a static, *Myst*-like experience. On top of this they're overlaying a wide variety of real-time effects. Lights cast properly shaded and aliased shadows that flicker across the scenery, and other objects affect the environment as they're moved around. This integration is vital to help create the atmosphere that will hopefully become one of the game's strongest assets and avoid it being a (admittedly highly advanced) point-and-click adventure with some additional effects. This atmosphere is enhanced by the designers' attempts to establish an entirely original and new city-bound civilisation which the player can explore – each has its own infrastructure governing the inhabitants.

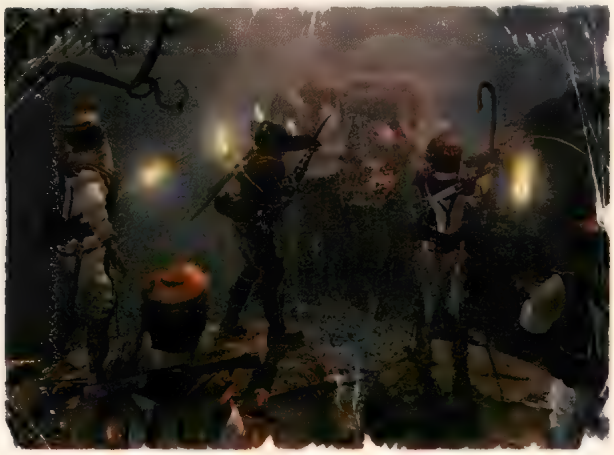
But the most important real-time additions are the in-game characters, which are textured polygons depicting the various fantasy characters in the game. All these have been programmed to move as the 'real' thing, and seeing them lurching into hand-to-hand combat with flickering torch light playing over them looks great.

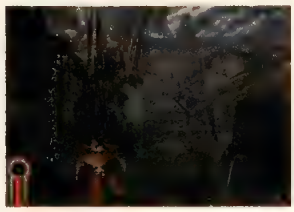
Mindscape Bordeaux were formerly known as Atreid, and were responsible for the technically advanced but highly

The pre-rendered room scenery is overlaid with real-time effects.



The quality of the rendering throughout is a credit to Mindscape's designers.





An interesting combination

Blue Byte take to the skies with a new 3D shooter.

Blue Byte, best known for the excellent *The Settlers* and *Battle Isle* series of games, have branched out into an altogether new market with their latest title, *Extreme Assault*. A real-time 3D helicopter blaster requires an entirely new set of qualities for the German company,

but it looks as if they're still trying to push the boundaries forward.

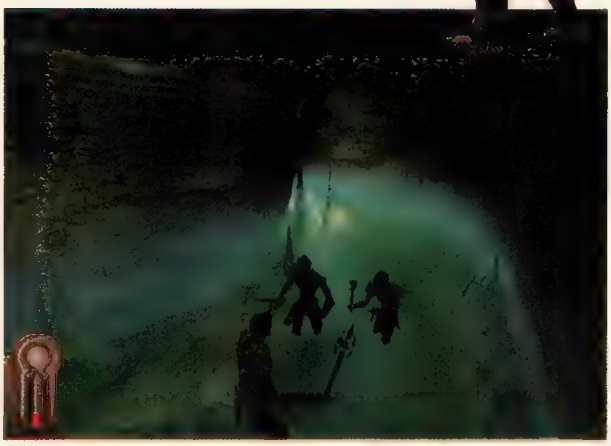
The majority of the game is set with you in a helicopter attempting to rescue kidnapped scientists and destroy giant air re-processing plants that are scattered around the surface of the world. The emphasis in the missions varies from pure firepower in some to more strategic tasks in others. At times it's necessary to leave the helicopter and take on the enemy either on foot or in a tank before escaping back in a helicopter.

At the moment *Extreme Assault* looks like a combination between *Comanche* and *Swiv 3D*, which isn't a bad sandwich to be stuck within.

● *Extreme Assault* is due for release at around Easter.

***Magic Carpet* terrain and huge explosions. Not a bad start for any game.**

wards



unplayable beat-'em-up *Warriors* a couple of years ago. The lessons that have been learnt from that, plus the ideas that are being packed into *Dark Earth*, already suggest that Mindscape at last have a major internally developed hit on the way.

● We'll see if that's the case next March when *Dark Earth* is released.

Tramp through some green sludge and pretend you have a spinal injury.

Dirty rotten cheats

Remember hours of typing POKE commands into your Spectrum? Pretend you're the hacker with 3DO's Game Guru.

By STEVE OWEN

3DO have now released for £30 the Game Guru Game Enhancer, a cheat database and code finder that endeavours to give you infinite lives, cash and weapons for a collection of top games titles. The utility works three different ways. First, similar to our Foul Play section on page 189, there's a list of code words that you can type in during games to activate built-in cheats. Secondly, and most usefully, Game Guru modifies important game files, permanently changing the programming code of the game (don't worry, you can make a back-up first). But if you really fancy yourself as a bit of a hacker, you can use the code finder to attempt to figure out what bits of the game to change if it doesn't already know about it. Thanks to this utility, you could theoretically cheat at anything, and although it all looks a bit too much like a shareware program (and you can download similar utilities from the Internet for free), it actually works surprisingly well.

I've got some problems with the way the interface works, though. For instance, you can't apply a range of cheats to one game at once. You need to apply each one separately, and find the file to be changed each time. 3DO's Web site, http://www.3do.com, is constantly updated with a list of new codes, and you can even send code files to your Game Guru pals. And it comes on one floppy disk, which is so very retro.

Stare at fascinating displays like this for hours at end to become a game god.

miroMEDIA 3D – Who Wants Some?

S3 Incorporated™

miroMEDIA 3D from miro for red-hot games and white-hot action... Add miroMEDIA 3D fanatix virtual reality shutter glasses for amazing 3D depth and stunning visualisation!... Hook in Dolby Pro Logic from miroMEDIA Surround and really take off!

miroMEDIA 3D
2D/3D graphics card with TV-Out, software MPEG playback and optional TV Tuner, 2MB EDO DRAM.

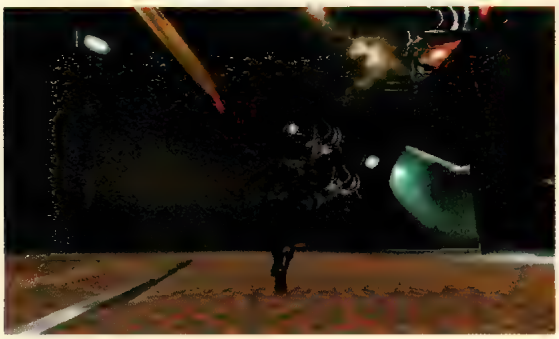
miroMEDIA 3D fanatix
3D virtual reality shutter glasses for the ultimate gaming fun.

miroMEDIA Surround
Dolby Pro Logic surround sound expansion card fits to your existing sound card for total 3D enterta.inment

miro

miro UK - Phone (1-494) 51 02 50 - Fax (1-494) 51 00 78 - Internet: http://www.miro.com

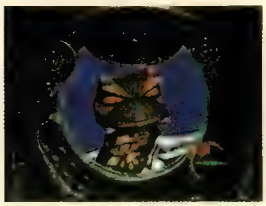
THE LATEST ON...



MDK

Could you write a 3D game from scratch in a year? Shiny seem to have managed it.

ALL THAT YOU'VE probably seen of ***MDK*** over the past few months are Interplay's adverts. This is irritating us more and more here in Bath, because everyone on planet Earth (including the majority of sub-Saharan nomadic tribesmen) knows that 'MDK' stands for Murder Death Kill, not anything else like My Disastrous Kampaign. Anyway, after just nine months in full development, MDK is still set for a 15th January release and, judging by the recent state of the game, it seems likely to hit this deadline, amazingly.



This is particularly remarkable as *MDK* is very different to almost any other 3D title that has been developed to date. Each level commences with the main character, an armoured sniper dressed to kill in black, being dropped from a great height into one of the futuristic wheeled cities that are crossing the Earth's surface. This initiates a console-like dash round the screen in an effort to avoid search lasers that target missiles at you.

Once you've landed, the game proper starts, and here's where all the ideas will be put to the test. The character's movement is excellent, with the pre-rendered sprite being able to walk run, jump and use a dubiously shaped parachute to float back to the surface or extend his jumping range. It's a shame you can't go first-person, though. The single cannon arm can be either hand-held, in which case it functions much like a powerful machine gun, or head-mounted. Attaching this claw-like weapon to your head accesses a sniper mode, which has the potential to be the most original and technically outstanding game innovation this year.

In sniper mode you remain still but can scan the entire city for targets. It's possible to look around, zoom in and out and accurately hit any object that's in sight. The engine is interesting because, no matter how far away the object is initially, it remains perfectly sharp as you zoom in – even to within a few feet. Combined with three mini windows that track the shots you fire, it's very impressive indeed. If the platformy running-and-jumping levels are designed to take full advantage of this, it should be brilliant.

When Shiny splintered a couple of years ago, the 2D animators left to work with Plasticine on The Neverhood – an original idea but one that regrettably failed miserably. Dave Perry always said 3D was the future, and he's trying to prove it himself with MDK.

● Interplay's *MDK* will be reviewed next month if it's finished.

PC WORLD Charts

THE OFFICIAL PC GAMER TOP TWENTY

In conjunction with PC WORLD, the UK's leading PC retailer

The PC gaming public are grabbing brand new releases as fast as their hands can move, according to our chums at PC World. This is explained, of course, by the flurry of new games that always appears at Christmas. It's no surprise to see *Red Alert*, *Screamer 2* and *Tomb Raider* all doing well – they're great – but we're disturbed to see *FIFA 97* up there.

① Up ① Down ● Non-mover ● New entry ● Re-entry

Top 20 *CD-ROM*

1	●	Command & Conquer: Red Alert	Virgin
2	●	FIFA 97	Electronic Arts
3	●	Screamer 2	Virgin
4	●	Tomb Raider	Eidos
5	①	Network Q Rally Championship	Europress
6	●	Dark Forces	White Label
7	●	Flight Simulator for Windows 95	Microsoft
8	①	Grand Prix 2	MicroProse
9	●	Championship Manager 96/97	Eidos
10	●	Discworld 2	Psygnosis
11	●	Toonstruck	Virgin
12	①	Duke Nukem 3D	Eidos
13	①	Quake	GT
14	①	Theme Park	EA Classics
15	●	Syndicate Wars	Bullfrog
16	●	TIE Fighter Collectors CD	White Label
17	●	Virtua Cop	Sega
18	●	Worms United	Ocean
19	①	Return of Arcade	Microsoft
20	●	Daggerfall	Virgin

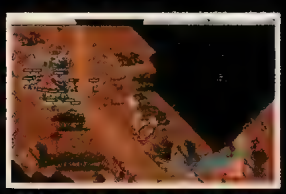
But which yet-to-be-released games, you're undoubtedly wondering, are PC World being asked about most. *X-Wing vs TIE Fighter*, of course, and *Jedi Knight*, along with *Dungeon Keeper*. All are due in the spring.

Your most *wanted*

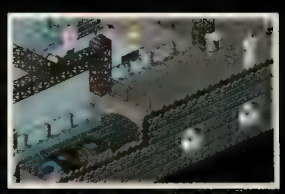
Red Alert and *X-Wing vs TIE Fighter* cling doggedly on to their positions at the centre of your hearts and the top of the charts. But, dare we say it, our demos have evidently been messing with your dreams as *Diablo*, normally a chart propper, races up to number 3 on the back of its issue 36 coverdisc demo. *Discworld 2*, too, climbs into the higher echelons after last month's taste piqued your desire. Which brings us to the case of Matthew Mogg, inhabitant of Salisbury, who, teased by James Flynn's feature, now hankers for *The Curse Of Monkey Island*. You shall receive it Matthew, one day. Aha ha haaaa.

Send your five most wanted games to: **My Most Wanted, PC GAMER, 30 Monmouth Street, Bath, BA1 2BW.**

1.	●	C&C: Red Alert	6.	①	LBA 2
2.	●	X-Wing vs TIE Fighter	7.	①	X-COM: Apocalypse
3.	①	Diablo	8.	①	Dungeon Keeper
4.	①	Discworld 2	9.	●	Flying Corps
5	①	Jedi Knight	10.	●	Prey



***Red Alert* tops both charts, curiously.**

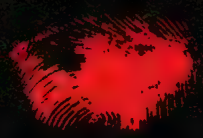


Everyone eagerly wants to play *LBA 2*.

PC WORLD STORES NATIONWIDE
CALL 0990 464 464 FOR YOUR NEAREST STORE

Shocking Thriller

for Christmas?



PHANTASMAGORIA II

A PUZZLE OF FLESH

SIERRA®

Priced into th

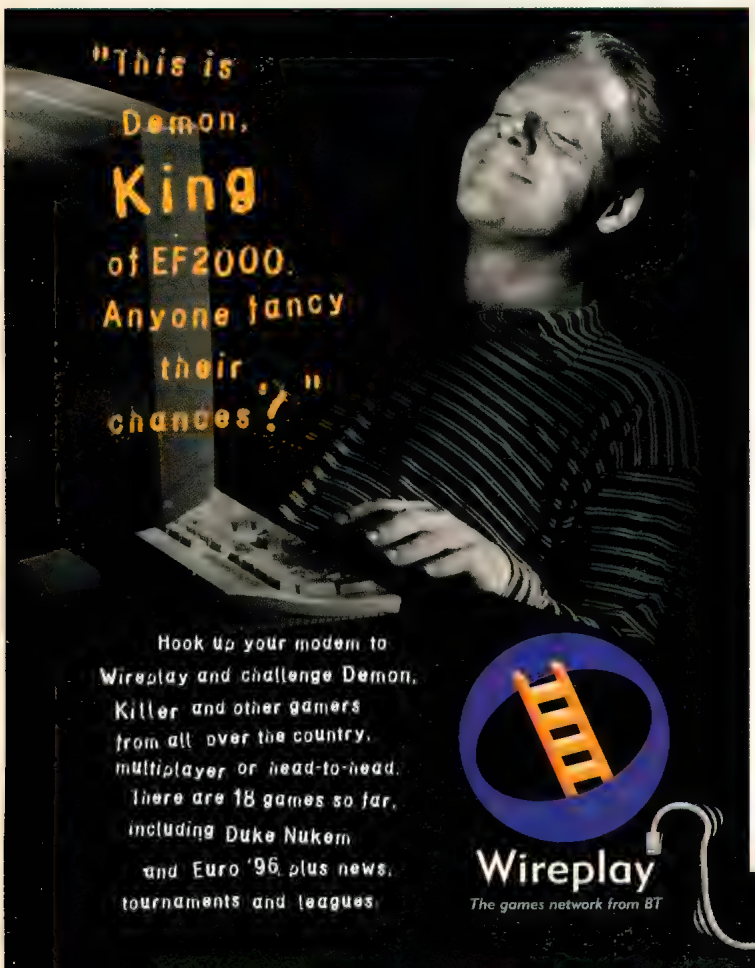
The subjects of game demos and falling profits are closely linked in the eyes of retailers. But could their policy of knocking £15 off the price of new games also be related?

By JAMES FLYNN

SPECIAL REPORT

IF *COMMAND & CONQUER: RED ALERT* isn't the official Christmas Number One game, it'll be an astonishing turn up for the bookies. The original was the biggest selling PC game of last year, sequels generally perform better, and there must be 250,000 PC owners in the UK alone who are waiting to spend cash on it. It's one of the few games that could be priced at £44.99 in the shops and still sell a hundred thousand copies. However, before it's even been released, Comet are saying that they will ignore the RRP and offer it from day one at £29.99 – a saving of 33%. This is beginning to annoy many people – especially publishers and smaller retailers.

It's possibly the oldest argument in the industry – how much should we pay? Back in the Spectrum days every game was £4.99 until Ultimate: Play The Game released *Sabre Wulf* at £9.99 in the hope, they said at least, that it would reduce piracy. Then *Elite* came out at £15, the £1.99 Mastertronic range was introduced, and suddenly no-one knew how much a game was worth. Today the RRP of most games is £40-£45. Yet if you buy


"This is Demon, King of EF2000. Anyone fancy their chances?"
Hook up your modem to Wireplay and challenge Demon, Killer and other gamers from all over the country, multiplayer or head-to-head. There are 18 games so far, including Duke Nukem and Euro '96, plus news, tournaments and leagues.
Wireplay
The games network from BT

e market

www.reserve.co.uk
The Special Reserve Discount Club

one for that price, you've almost certainly paid over the odds. Discounting is big business and is affecting every part of the games business.

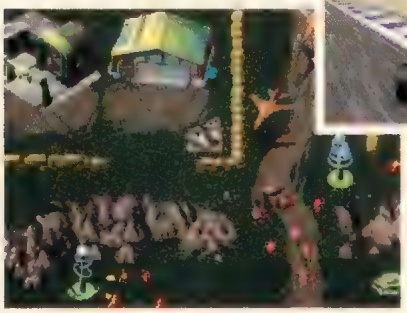
The problem arises at least in part to a physical shortage of shelf space. In this month's PC GAMER we review over 30 full price games. For high street retailers to accommodate a couple of bulky boxes of each of these they'd need pretty capacious shelves. Add the previous three months' worth, all the big titles from throughout the year, Windows 95 specific versions and the massive selection of budget games and half the shop's gone. It makes much more sense to concentrate on fewer titles and sell more of those. Of course, the biggest titles are the best ones to discount because people want them most.

Titles sell into retail from the publishers at £20-£25 depending on the quality and supporting campaigns. Therefore, discounting by a tenner from £50 still gives a healthy 50% mark-up. Drop down to £30 and you're looking at a mark-up of nearer 20%, which may sound a lot, but if your five-year 'Entering the Games Market' business model is based on over twice your current gross income the situation becomes clear. So if your projected profits are falling behind, you either raise prices (suicidal with this market's competition) or try to sell more. The easiest way to sell more is to drop prices, and so it goes on. Here's where publishers become really annoyed, because to support this strategy it usually becomes necessary to reduce the shelf life and number of units ordered of their other, lower-profile games.

The big chains can afford to weather the storm for a while, but smaller shops simply cannot. The only way for a tiny outfit to survive against the chains is to go mail order to slash costs – an approach that can be viewed with consumer suspicion and negates the whole concept of impulse buys that the sub-£30 games are meant to promote. It does, however, offer a chance to compete on equal or even favourable cost terms with the high street.

This hardly brings tears to consumers' eyes as market forces are being very kind to them. In the longer term, though, it may cause other problems. If consumers become used to paying £30 for a top title, then it's going to be hard upping the prices to £45 again. So publishers will have little choice but to continue selling them to retail at the current price, which ultimately could mean less money for development investment. It's a worst case scenario, of course, and one the publishers like to dwell on. If everyone sells more games because they're cheap, the problem cannot reach crisis point. All the PC hardware retailers deal with 5 10% margins, and, while it would be fair to point out that their three yearly re-investing in development is negligible, the film industry makes its profit almost solely off a few blockbusters.

The PC software mass market is still relatively new, and as yet no one knows how it works. Also, there's no cosy music CD-style 'cartel' operating to maximise profits yet. High street stores such as Virgin, HMV, Our Price and Electronics Boutique are still jostling for position in this new market as well as the resurgent console one. Both are perceived to have a substantial young target audience, and, here, price is everything and brand loyalty nothing. For now, at least, the consumer is laughing. PCG



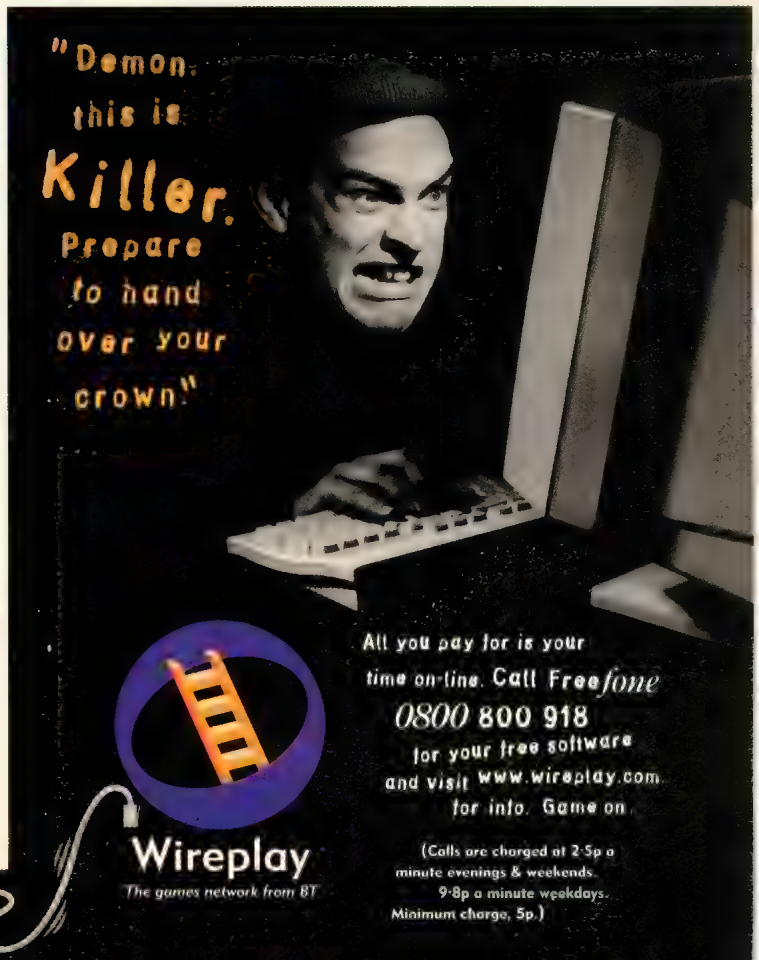
(Above) *GP2* is now available for around £30 in the high streets – a saving of 33%...

(Left) ... And Comet are promising to sell *C&C: Red Alert* for £30 from day one.

Nothing ever changes...

INGREDIENTS: 1 writable CD-ROM drive (£300); 1 writable gold disc (£3.50); 1 large hard drive (in PC already).
PREPARATION: Find 1 friend with a CD game you want to copy.
METHOD: Copy original CD to folder on your hard drive. Drag folder on to CD-ROM in software package. Wait 15 minutes while you break the law. Give CD back to friend and have a great multi-player game.

As if we needed proof that everything comes full circle, the ominous shadow of writable CD-ROMs is appearing on the horizon. A year ago they cost £1,000 – now you can pick up a quality one for £300. Piracy DOES hurt sales and, after a brief reprieve following the disappearance of floppy disks, it's likely to return in a big way. Colour photocopiers are much better these days as well...


"Demon, this is Killer. Prepare to hand over your crown."
All you pay for is your time on-line. Call Freefone
0800 800 918
for your free software and visit www.wireplay.com for info. Game on
Wireplay
The games network from BT
(Calls are charged at 2·5p a minute evenings & weekends. 9·8p a minute weekdays. Minimum charge, 5p.)

1. SOCKS.

THANKS.

2. ARRAN JUMPER.

I'M SURE THEY'RE VERY FASHIONABLE AMONGST DEEP SEA FISHERMEN,
BUT YOU'RE HARDLY GOING TO IMPRESS ANYONE DOWN THE DISCO.

3. AFTERSHAVE.

USUALLY BRAZILIAN IN ORIGIN AND BOUGHT FOR TWO QUID FROM THE MARKET.
THE ONLY THING YOU'LL ATTRACT IN THIS IS THE NEIGHBOUR'S CAT,
BUT IT IS HIGHLY EFFECTIVE FOR UNBLOCKING DRAINS.

4. BOTTLE OF SCOTCH.

JAPANESE.

5. MONOGRAMMED HANKIES.

THE KING OF NAFF PRESSIES. IF YOU WANT TO STOP YOUR RELATIVES FROM
SENDING YOU THESE YEAR IN YEAR OUT, CHANGE YOUR NAME TO ZACK.

6. MY LITTLE PONY.

WHOSE IDEA WAS IT TO TAKE A PERFECTLY INNOCENT LOOKING CREATURE,
COVER IT IN CAR SPRAYPAINT AND MAKE IT LOOK LIKE TOYAH WILCOX ?

7. BALACLAVA.

LET'S FACE IT, UNLESS YOU'RE THINKING OF PULLING OFF A BANK RAID
NO ONE WEARS THESE ANYMORE.

8. LARGE TIN OF ASSORTED CHOCOLATES.

A NICE IDEA, BUT COME BOXING DAY YOU CAN GUARANTEE YOU'LL BE LEFT WITH
THREE-HUNDRED WEIGHT OF COFFEE CREAMS THAT NO ONE TOUCHES.

9. SOAP ON A ROPE.

DISOWN YOUR FAMILY - IMMEDIATELY.

10. NASAL HAIR CLIPPERS.

DO YOU REALLY NEED REMINDING OF THE FACT THAT YOU'RE BEGINNING
TO LOOK LIKE YOUR DAD?

1. Meridian 59.

Enter a lost kingdom, battle fantastic monsters, learn powerful spells and join forces with fellow travellers in the World's first Internet-based 3D MUD game. Will you side with the Princess or ally yourself with the evil Duke? Only you can decide the fate of the world.

2. Heroes of Might and Magic II.

The highly anticipated sequel to the award-winning Heroes of Might and Magic. Return to Enroth and use your battle and strategic skills in a thrilling fight of good versus evil for the throne. New characters, new scenarios and new monsters make this even better than the original!

3. Strife.

The first interactive multi-player adventure to use the Doom™ Engine. This is the most perilous, most bloody journey of your life. Definitely not the sort of game you can play with granny on Boxing Day.

4. Decathlon.

Experience the thrill of competing head to head with your friends for the title of World's Greatest Athelete. Motion picture animation gives you stunningly smooth 3D action that's just like the real thing. On your marks....

5. Captain Quazar.

Battle the evil crime lords of the galaxy, seek out hidden levels and waste the enemy in this hilarious game of search and destroy. Superheroes don't come sillier than Quazar.

6. Game Guru.

Become invincible - unleash the power of the Game Guru.
More weapons, more lives, more levels - more fun. This is how cheating should be.

7. Killing Time.

Can you find the secret of youth and stay alive?
Use your wit and weaponry to solve this eerie mystery of the undead.
This is the ultimate fright-fest for the true aficionado of first-person corridor mayhem.

8. Wages of War.

Could you organise a battle and balance the books?
You might kick ass on the battlefield but if you don't make a profit you're out of business.
War gamers, this is your ultimate challenge.

9. Nitro Racers.

Take on your friends over 30 tracks in this chaotic top down, smash 'em up racing fest. Avoid ice, oil, mud, and fellow racers to stay in the running.
Have you got what it takes to be No.1?

10. Bladeforce.

A killer blend of flying, shooting and strategy.
Take to the skies and do battle in your very own jet propelled back-pack.
Take your pick from an arsenal of weaponry - fill the enemy full of lead or simply beat them over the head with a frying pan. This should definitely be on your Christmas list.

3DO, Studio 3DO and the 3DO logos are trademarks and/or registered trademarks of the 3DO Company. All oth

DESIGNED FOR THE PC

NEW WORLD COMPUTING

STUDIO 3DO

A Festiv

al of PC Gaming

It is, as you may have detected, Christmas – traditionally a time of giving and, more interestingly, receiving. So it's vital to establish which PC-related goodies you're most in need of so that obliging aunts, grandparents, wives etcetera can be notified in plenty of time. For the next few pages, PC GAMER therefore revels in the PC gaming state of the art.

3D accelerators.....46
Suddenly games will run smoothly in SVGA. But which of the new 3D cards is best?

Sound cards.....52
A new one of these would make the most audible diffence to your PC. But, again *which* one?

Games.....54
Games make ideal gifts, of course. Here are the most desirable.

Accessories.....56
Joysticks, steering wheels, speakers...

PCs.....59
Maybe what you really need is a new PC. Here's what to ask for.

The Ultimate PC.....62
We take the world's best PC for a spin with our favourite games. Look on and dream...

We 3D accelerato

This latest bunch of 3D graphics cards bear gifts of free games, higher resolutions and better textures. But are they saviours of the world, or merely false prophets?

By STEVE OWEN

THREE-DIMENSIONAL acceleration is one of those technologies that has stood in the wings for eighteen months, patiently waiting for its cue to jump on stage, sing and dance, and go off again to rapturous, and, may we say it, doting applause. We did see a couple of half-arsed attempts from Diamond and Creative Labs this time last year with the Edge and 3D Blaster VLB, but they were like appalling warm-up acts. Telling bad jokes and generally making your life a misery, they charged far too much for the tickets. The Edge, for instance, had promise, but needed Windows 95 and a stupidly powerful PC to run sensibly, but rewarded the well-off with superlative translations of *Virtua Fighter Remix* and *Panzer Dragoon*. Sadly, though, no more games were written for it.

The 3D Blaster VLB only worked on 486s, but also needed a lot of power, so you had to own a 100MHz 486, but everyone with that kind of money was buying Pentiums. The bundled games were disappointing, the improvement in graphics was nominal, and, sadly, no more games were written for it.

So there we all were, patiently waiting for the arrival of a new, improved, whiter-than-white 3D technology, when Microsoft pointed out that they were working on something called Direct3D, which was to be part of their revolutionary DirectX set-up. It all sounds a bit boring stuck in amongst these paragraphs, so have a look at the box entitled 'To the point' elsewhere on this page if you're interested. Of course, with the imminent arrival of something from Microsoft, it was clear that it was likely to become a standard, such is the power of Gates' legacy. 3D board development had to go on hold for a bit, while each company tried to second guess what the final Direct3D would look like. Because it's software-based, though, each company could happily develop the processing chips involved, but just couldn't finalise the software drivers for them. After all, it's the drivers that act as middle men between Direct3D and the cards themselves, so each board could do different jobs – some could handle real-time lighting, others handle textures better – but they're still compatible with Direct3D.

Sadly, Microsoft continued to delay the release of Direct3D, and so cards continued to be delayed too. The hardware technology has been in place for some time, but ATi, VideoLogic, Matrox et al, have been hanging on

The *Ants* demo with the Apocalypse 3D is the first suggestion of how good accelerated 3D games could be.

Mindscape's forthcoming *Ultim@te Race* (yes, I know the @ is awful) for the Power VR only.

rs of Orient are

To the point

Microsoft really want everyone to own Windows 95, but it's us stubborn gamers who are making life tough for them. You see, games have always been written for DOS (apart from *Minesweeper*, but that doesn't count), because using DOS, games programmers could get right at the hardware and take full advantage of your PC's power. Windows, on the other hand, likes to keep control of its fascist regime, and if you're a game, you have to ask it nicely every time you want to talk to the PC. If you want to move an object on the screen, you have to ask Windows to do it for you. If you want to know if the player has pressed a button, you have to ask Windows first, because you don't have control of the keyboard anymore. Remember, though, that because Windows is a multi-tasking operating system, it's doing a load of other jobs at the same time.

So, if Windows 95 was ever going to become a serious games platform, it had to relinquish some of its overheads, while maintaining some degree of control. To achieve this, Microsoft announced the DirectX set of APIs – a collection of commands that games could call to do bits of work. For instance, the DirectDraw bit allows you to move 2D objects around the screen, which is what most Win95 games want. DirectSound lets you play effects or music without worrying about what sound card the gamer has. And Direct3D contains a list of commands to do with texturing, perspective, real-time lighting, the idea being that if your graphics card can make these operations run quicker, then great, but if not, Direct3D does it in software. So any Direct3D game should work on any Windows 95 PC, but if you have a 3D accelerator card that supports Direct3D (all the ones featured here do), then you'll experience greater speed, more detail, higher resolutions, and perhaps some special effects, like real-time lighting or fog.

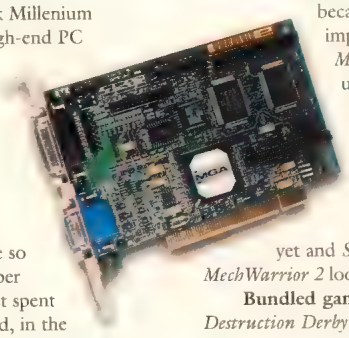
for a bug-free release of Microsoft's work before releasing their boards to the general public.

You must remember, though, that Direct3D is a *software* standard. That's why all of the cards reviewed here are different. It's how they choose to accelerate the 3D commands that makes them more or less effective. Some boards leave some 3D commands to be handled by software in order to keep their price down. So, as much as is possible when there are so few 'proper' Direct3D games around, we've endeavoured to test the speed using Microsoft's own bench-marking software, tested how good they are as standard 2D video cards (where appropriate), and generally seen how well they've handled some 3D games, using *Monster Truck Madness* and *HyperBlade* as examples. It was very hard, and we don't want to look at another graphic card as long as we live, but we feel sure you'll appreciate the effort.

Mystique

£150 – Matrox 00 1 514 969 6321

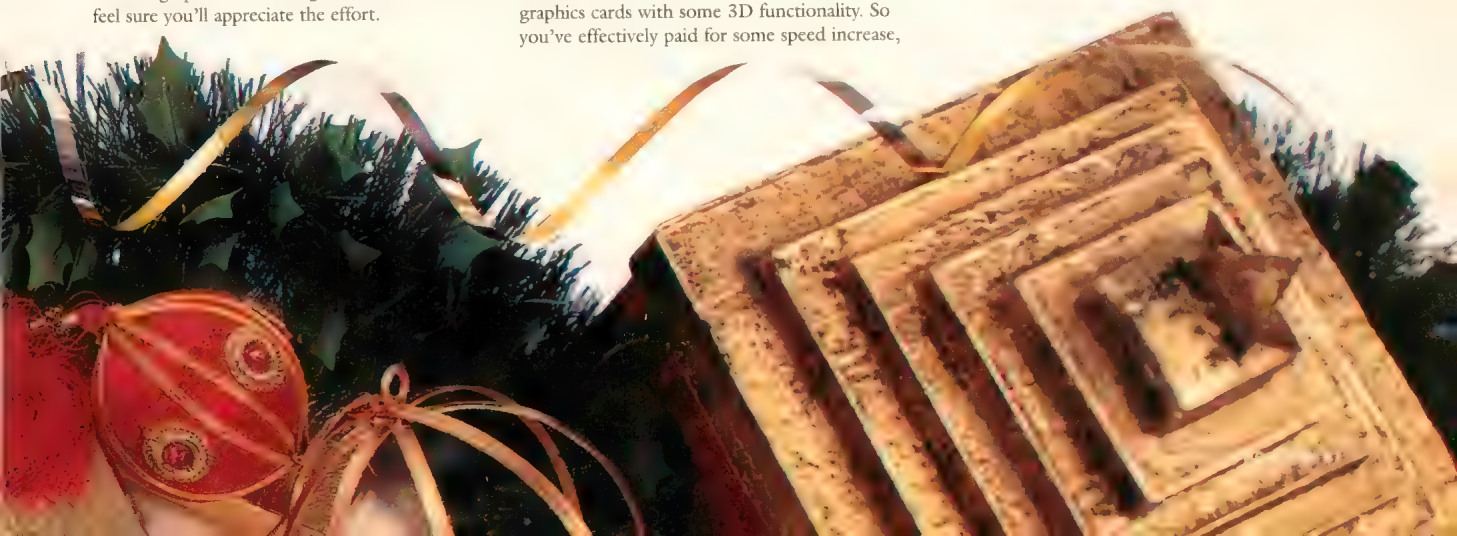
Matrox's astoundingly quick Millenium graphics card has wowed high-end PC users for the last couple of years, so it was with some excitement that we ripped open the bubble wrap envelope that encased their 3D card.



The Mystique might disappoint at first, simply because 3D expectations are so high. You've got to remember that even though you've just spent £150 on a new graphics card, in the case of the all but VideoLogic and Orchid offerings, these are normal 2D graphics cards with some 3D functionality. So you've effectively paid for some speed increase, but not much. But the Mystique is excellent value for money if you've only got a fairly slow graphics card at the moment, because its 2D performance is so impressive. *Monster Truck Madness* looked pretty good using Direct3D, though, reaching a comfortable SVGA frame rate on a P100. The games bundle is generous, particularly considering that a non-accelerated *Destruction Derby 2* isn't out yet and *Scorched Planet* is so new. And *MechWarrior 2* looks nice.

Bundled games: *Mech Warrior 2, Destruction Derby 2, Scorched Planet*

Mystique 84%



Gaming whore

Activision must be making a small fortune from the release of these graphics cards. Special accelerated versions of *MechWarrior 2* have been bundled with the Apocalypse 3D, Velocity 3D, 3D Xpression, Righteous 3D and Mystique, to which we respond: Thanks.

MechWarrior 2 is a great game, but made undue requests for power from your PC when it was released last summer. So, an ideal candidate for the 3D accelerator treatment, then? You betcha, because not only do most people have PCs that can handle the game now, but the 3D cards can chuck some wonderful textures around the screen, such as clouds billowing across a twilight sky, and wind-swept sand-dunes crunching under your Mech's triple-toed feet.

Ironically, though, because the new versions all run under Windows 95 (the original was a DOS game), the fantastic opening video is now run in a small window (it used to be impressively full-screen). Also, to make the game easier, and to target enemy Mechs more effectively, most players would switch to the 'image enhancement' mode. This reminds you instantly of the original *Elite* or *Star Wars* arcade game, as your world instantly becomes one of wireframe graphics. And if a BBC micro could happily paint a screen full of white lines, then why do you need a 3D accelerator?

3D Xpression 2

£140 – ATi 01235 833666

ATi have had their card out since the summer, but after complaints that it was too slow, introduced version 2, which uses the same Rage 3D chip but has some other faster components, upping the speed by about 30%. They've dropped the price too, bless them. And they've stuck something else on the board – a TV out socket that lets you connect your PC to your TV for a full 29 inches of gaming fun. A fine idea which goes a long way towards making this highly recommended.

Like the Mystique, the 2D performance is good, but the 3D isn't perfect, and certainly not up to the quality of the stand-alone 3D cards (Apocalypse and Righteous). The games supplied are a little disappointing. *Wipeout* was never that good a game, whatever James might say, and *Assault Rigs* doesn't look that much nicer or faster. *MechWarrior 2* is just like all the other accelerated versions.

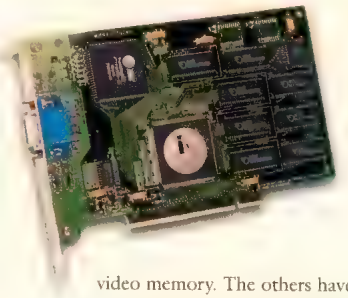
Bundled games: *MechWarrior 2, Wipeout, Assault Rigs*

3D Xpression 2 87%

3D Blaster

£199 – Creative Labs 01245 265265

The higher price of this card over the Mystique and 3D Xpression is accounted for by 4Mb of



video memory. The others have just 2Mb. This is extremely helpful, not just for 2D where you can run a Windows resolution of 1024x768 at 16.7 million colours, but for 3D, where the memory is also used for storing textures. The ATi and Matrox boards (which can both be upgraded to 4Mb for about £50) tend to struggle when throwing textured images around at resolutions higher than 640x480 (SVGA).

Creative Labs have impressive marketing clout, which, together with the popular Rendition chip on which this card is based, is likely to make their card something of a standard. It means that not only will you be able to comfortably play Direct3D games, but there's likely to be a number of specially accelerated games just for this board. It's just a shame, then, that the bundle is a bit disappointing. Even *Quake* just looks like it's running on a higher vid mode, albeit managing fine on a weaker PC.

Bundled games: *Shareware Quake* (accelerated), *Battle Arena Toshinden, Flight Unlimited, Rebel Moon* (No *MechWarrior 2!)*

3D Blaster 88%

Velocity 3D

£194 – STB 0181 897 1003

We're not entirely sure how this 3D accelerator got to our offices, as it just turned up one day. Still, we were suitably impressed by the on-board 4Mb of memory, plus the daughter board that came with it, which upgrades the card to a mammoth 8Mb for an extra £100. Sadly, the performance was not as impressive. The 2D benchtest results were fairly poor – about a fifth slower than the Mystique. Most appalling though, was the S3 Virge 3D chip speed. Benchmarks that utilised a complex set of 3D instructions brought results about half the speed of the Mystique and ATi. Make the 3D work a bit easier, though, and it starts to look a little less embarrassing next to its contemporaries.

Games-wise things aren't looking too impressive either. With just the inevitable bundled and souped-up *MechWarrior 2* in the box, you'll soon be bored. And D3D performance with *Monster Truck Madness* wasn't much quicker than running it unaccelerated in SVGA.

Bundled games: *MechWarrior 2*

Velocity 3D 52%

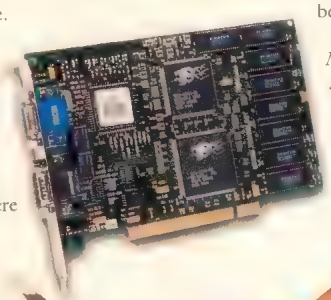
They nearly all have *MechWarrior 2*, but it's not the finest example of 3D games of the future. More a tantalising titbit.

Righteous 3D

£286 – Orchid 01256 479898

Although this may look like a terrifying price to pay, particularly when you also need to have a good 2D graphics card (the Righteous 3D is an add-on), Orchid have assured us that you should find it available for under £200, which seems a little bit more reasonable.

This is instantly the most impressive of all the cards, even when playing the games you already know and love/hate. The Voodoo chip on this card is, alongside the Power VR on the Apocalypse 3D, the most technically impressive. Where it really shows (alongside simple raw speed) is that textures are 'fuzzed' as they get closer, rather than being allowed to get blocky. *Monster Truck Madness*'s smoke effects looked stunningly soft and translucent. *Descent 2* just looks stunning. A generous helping of game pie in the box, and for someone with some money to spend and a good graphics card, this has to be the winner.



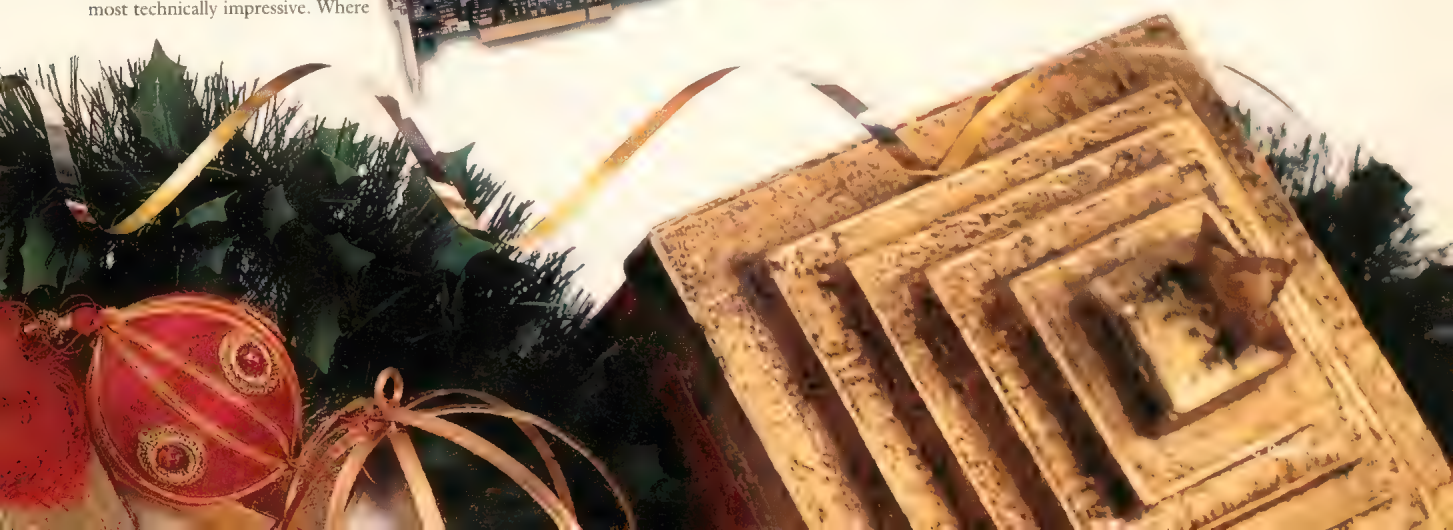
Bundled games: *MechWarrior 2, Descent 2, Actua Soccer, Fatal Racing,* limited demos of *Scorched Planet, Hellbender, Monster Truck Madness*

Righteous 3D 93%

Apocalypse 3D

£175 – VideoLogic 01923 260511

We had some trouble getting the Apocalypse to work, although VideoLogic assured us that it was only because of incompatible files left by the previous cards we tested. Which makes sense. The Power VR chip that keeps this add-on card moving is one built for the future, which unfortunately means that it doesn't look quite so good today. You need a very good graphics card (that has Direct3D version 3 drivers), preferably 24 or 32Mb of RAM and a fast Pentium – 133 or 166, really. When the card is released later this month it will be bundled with *Screamer*-a-like *Ultimate Race*, ☛

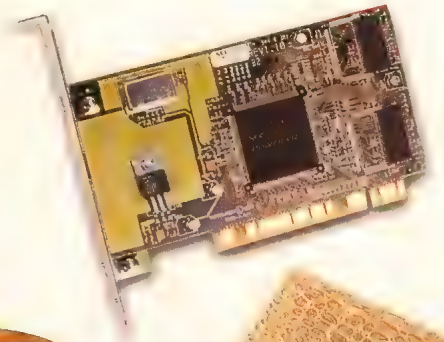


which will only be available for Power VR cards. We saw an early version and it looked as if it could be very impressive.

The reason for Direct3D version 3 is that there are no cables connecting the Apocalypse to your graphics card. Instead, Windows handles all the clever work. The Righteous, on the other hand, relies on overlaying 3D graphics, which limits you to 640x480 resolutions. The Apocalypse has no such limitations, which may make it a good choice for the forward thinkers.

Bundled games: *MechWarrior 2, Ultimate Race*

Apocalypse 3D 85%



Stop the press!

Just as this article was coming to a close, Matrox sent us the Mystique version of *Destruction Derby 2*, which is bundled with the card until the end of January. It moved quickly enough, and was some fun to play, but we're surprised that the Canadian card company were happy with the finished result. Some of the graphics look startlingly ropey at times – streaks of white hover on the surface of the road 20 yards ahead of your car, the camera reveals the secret landscape behind solid walls, and occasionally halves of cars attempt to overtake.

Oh, and this might be a problem: the vehicles float up in the air, flip over and float down again if you hit them right, which isn't very realistic.

And the winner is...

As you can see by the annoyingly similar marks, we've found it very hard to pick one card out from all the others. The Mystique is a fast 2D and reasonable 3D card at a good price. ATi's card is similarly fast, but has the added TV output bonus. The 3D Blaster is the fastest of the basic cards, but requires a bit more initial investment. However, it's likely to have the greatest support and so is perhaps the best of the three. Forget the STB card right now.

If you want seriously impressive 3D performance, you really need to consider the two add-on cards. In the short term, the Orchid is by far the better bet, offering instant gratification and good Direct3D support. In the longer term, the Apocalypse might win through, particularly as the Power VR chip has so much support. Unfortunately, its hardware demands are just a little too great this year. Next year's hit, then? Could be. PCG

Mouse Devours Kitten?

» the feeling of power is amazing... startlingly original «

PC FORMAT

ShinY
ENTERTAINMENT

Call our freephone information line on 0500 404840 Website http //www.shiny.com

Hark the Herald sound cards sing

If your PC is silent, it's either because you haven't fitted a sound card or because it's sleeping off the Christmas dinner. Here are the three best. By SIMON WILLIAMS

Sound Expert de Luxe Wave 32 3D

£90 – Trust

Have you ever wondered how the rosy-cheeked organ grinder on the corner could get such inspiring sound out of his old hurdy-gurdy on the coldest of winter nights? When even his little Capuchin monkey sat there rubbing his hands together and wishing he was made of brass. I can let you in on a secret. Inside the old upright piano case was a Pentium PC running a Sound Expert de Luxe Wave 32 3D card and playing Good King Wenseslas on MIDI Orchestrator with a General MIDI hurdy-gurdy voice. Few people know that, or have ever even met an organ grinder.

You can have a Creative AWE 32, costing around £120, or Trust's Sound Expert de Luxe for around 25% less. Both cards offer 32 voices, 128 instrument sounds and General MIDI compatibility. Both can play all the effects and soundtracks from current PC games in their full authentic instrument glory and both can be used to run your IDE CD-ROM drive.

Sound Expert de Luxe Wave 32 3D 83%

SoundBlaster 32 PnP

£105 – Creative Labs 01245

If you're quiet and you listen really hard, you might be able to hear the jingling of sleigh bells from away over the rooftops, as the best loved wheel-less vehicle in the world makes its annual trip to your very own chimney. If you can't hear it, you probably need a SoundBlaster 32 PnP with its 3D sound system and Interneted™ extras.

Just why would you want an Interneted™ sound card in the first place? Well, Creative's Interneted™iess involves sound-related things like RealAudio. This is the system which lets you play back stereo music from Internet Web sites in real time – you can hear the Presidents' latest single, Mach 5, on http://www.music.sony.com/Music/ArtistInfo/Presidents/Presidents/multimedia.html, for example. Otherwise, this is a 32-voice sound card with 16 MIDI channels and 128 instruments. It incorporates its own digital reverb and chorus effects and you can add up to 28Mb of SIMM memory for working with SoundFonts – extra MIDI instruments.

To complete the set up, Creative have incorporated the E mu 3D positional audio system (strange name) which claims to gave you a 360-degree 3D environment. My ears tell me I have one of these already, but I guess Creative mean 3D sound from your speakers. That's certainly what it sounds like.

SoundBlaster 32 PnP 90%

Sound 64 Home Studio

£190 – UbiSoft 0181 941 4004

Never mind jingle bells, this is more 'choirs of heavenly voices'. This card, from the French company Guillemot, has 64 voice polyphony. That means you can play up to 64 sounds consecutively – shame you only have ten fingers. To get around this limitation, the Home Studio should provide Quartz Master SE, a 'multi-track editing studio system with integrated sequencer'. Sounds rather good, except that in the pre-release sample we had for review there was only a copy of CakewalkExpress, a similar kind of program, but not as advanced as Quartz Master SE.

The games side of things is almost secondary with this card. Yes it's SoundBlaster compatible, yes it uses wave-table sounds, yes you get a 3D effect – in fact, it has a separate socket for 3D output. This is a card for the gamer who would also like to be the next Liam Gallagher... or a rock musician.

Sound 64 Home Studio 87%

VENGEANCE IS HIS

NO FLESH SHALL BE SPARED

DOOM II: 2

Windows® 95
Macintosh®

PC CD-ROM

ZOMBIE
Virtual Reality Software

BUNGIE™

Website: http://www.qtinteractive.com

The twelve game

Just imagine being given a new PC game every day between Christmas and 6th January. Phew. Failing that, any one of the following would make an ideal gift, whether you're giving or receiving.

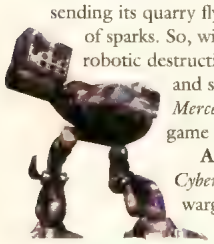
By JONATHAN DAVIES

On the first day of Christmas my true love gave to me...

MECHWARRIOR 2: MERCENARIES in a pear tree

Activision £45 (PCG 36, 90%)

Little could be more festive than the sight of a giant robotic exoskeleton tramping through the snow, locking its missiles onto a tank and firing, sending its quarry flying into the air in a shower of sparks. So, with its blend of authentic robotic destruction and clever management and strategy, we'd recommend *Mercenaries* as the finest robot game money can buy.



Alternatively: *Mission Force: Cyber Storm* takes more of a wargaming approach to exoskeletonism.

On the second day of Christmas my true love gave to me...

GRAND PRIX 2

MicroProse £45 (PCG 27, 95%)

The chances are that powerful-PC-owning Formula 1 fans will already have acquired a copy of this, the finest racing simulation currently available to humanity. But Christmas is a time of newer, faster PCs, so those who've previously lacked the processor power to drive *Grand Prix 2* may now find themselves suddenly in with a chance of getting behind its wheel. They'll then be able to appreciate its utter authenticity and tyre-squealing excitement.

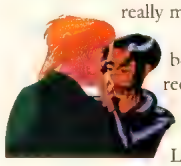
Alternatively: *Power F1*, from Eidos, takes a speedier, more arcadey approach to Formula 1, but seems a bit easy in comparison.

On the third day of Christmas my true love gave to me...

BROKEN SWORD

Virgin £40 (PCG 35, 90%)

Adventures seem to span the generations and bridge the sexes better than most games, and that's what's really called for at Christmas. So *Broken Sword* would probably be an ideal choice of gift. It looks superb, first of all, and also has a fulsome plot involving the Knights Templar. But it's the three-dimensional puzzles that really make the difference.



Alternatively: There've been few decent adventures recently, so it'd otherwise be best to rummage around for some LucasArts re-releases.

On the fourth day of Christmas my true love gave to me...

SYNDICATE WARS

Bullfrog £40 (PCG 35, 92%)

Here's a game that all the family will be able to join in with after the Queen's speech. Granny will love reducing tall buildings to rubble. Uncle Bob will gain satisfaction from subverting civilians into obeying the will of his syndicate. And little baby Ben will chortle gleefully as bystanders are 'accidentally' caught in the crossfire. Do take the trouble to master the mouse-based control system, though.

Alternatively: With *Syndicate Wars* wallowing in its own uniqueness, the only alternative appears to be the original *Syndicate*, now available on budget for a paltry £13.

On the fifth day of Christmas my true love gave to me...

COMMAND & CONQUER: RED ALERT

Virgin £45 (PCG 37, 95%)

Perhaps the ultimate Christmas present, this: a whole army. And then another one to attack with it. *Red Alert* is the best game yet in the *C&C* series, with hi-res graphics (if you're playing in Windows 95) and some enormous tanks. And with dozens of missions whichever side you're playing on, it'll last well into the New Year and probably towards Easter too.

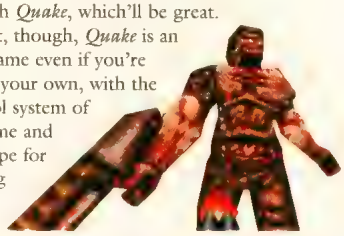
Alternatively: *Warcraft II* is still a firm favourite here at PC GAMER, especially over the network, with its rather more humorous approach.

On the sixth day of Christmas my true love gave to me...

QUAKE a-laying

GT £45 (PCG 37, 95%)

With any luck everyone in the family will have been given a PC for Christmas, along with sufficient coaxial cable to network them all together. Then you'll all be able to play Deathmatch *Quake*, which'll be great. Failing that, though, *Quake* is an excellent game even if you're playing on your own, with the best control system of any PC game and endless scope for customising and cheating.

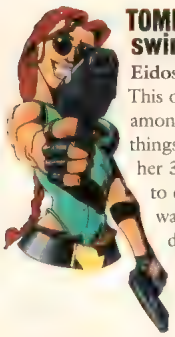


s of Christmas

It doesn't lay anything, though. Slay, maybe.

Alternatively: *Duke Nukem 3D*'s the better one-player game, with endlessly inventive levels. And *Hexen* is superbly atmospheric.

On the seventh day of Christmas my true love gave to me...



TOMB RAIDER a-swimming

Eidos £45 (PCG 38, 93%)

This one almost works. You see, among the hundreds of clever things she can do as she explores her 3D environment, Lara is able to dive gracefully into pools of water and swim. She'll also drown if you keep her head underneath for long enough. For all the other reasons that *Tomb Raider* would make a gratefully accepted Christmas present, study carefully Steve's review starting on page 82.

Alternatively: *MDK*, written by Shiny Entertainment, ought to be out before Christmas, but we haven't played the finished game yet. And *Fade To Black* is still great.

On the eighth day of Christmas my true love gave to me...

MONSTER TRUCK MADNESS a-milking

Microsoft £45 (PCG 36, 89%)

Okay, there's no milk. You can blow the horn, though, and cows have horns. And in all other respects, *Monster Truck Madness* is an ideal gift. Although it might look a bit rough and ready in the pictures, it's technically one of the most advanced PC racing games there is. The trucks behave incredibly realistically, which translates into a tremendously enjoyable game as you bump and tumble around – and off – the courses. And there's a "Yee-haw!" key.

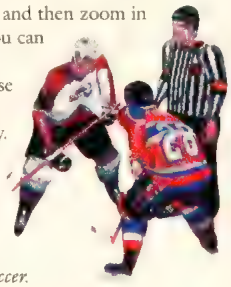
Alternatively: Rather more restrained, though no less fun, is *Screamer 2*.

On the ninth day of Christmas my true love gave to me...

NHL 97 dancing

Electronic Arts £45 (PCG 37, 91%)

This just about works, too, as the skaters really do dance over the ice. In a manly sort of way, though, especially when tempers fray and hostilities break out. This is just about the perfect PC sports game, with infinitely subtle controls, Zeppelinfuls of atmosphere, lightning speed and – best of all – some of the most extraordinary graphics on the PC. Scarily, if you pause a replay and then zoom in on a player's face, you can see him blink as he stands there otherwise motionless. It's also appropriately wintery.

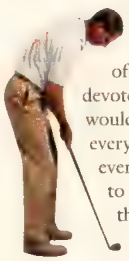


Alternatively: Ice-hockeywise this is the best. Football, however, is best served by *Sensible World Of Soccer*.

On the tenth day of Christmas my true love gave to me...

LINKS LS a-leaping

Eidos £45 (PCG 34, 94%)



Golfing gifts are always a winner at Christmas, with whole areas of Boots and Marks & Spencer devoted to them. Best of all, though, would be *Links LS*, which provides everything you need to play golf – even the courses – without the need to deforrest acres of countryside for the pleasure of a few. The graphics and atmosphere are superb, the simulation spot-on, and the control system just like the real thing.

Alternatively: EA's *PGA* games are also good, with *European Tour* being just about the best at the moment.

On the eleventh day of Christmas my true love gave to me...

TOONSTRUCK piping

Virgin £45 (PCG 37, 90%)

Broken Sword's good, but it's a bit serious. Maybe what's needed at Christmas is a jollier, more amusing game. *Toonstruck*, for example. Virgin have invested millions of pounds in this one, creating all its cartoon animation and paying off expensive stars like Christopher Lloyd, and, surprisingly, the results seem to be worth it. It's genuinely funny and has decent puzzles. We are surprised, but pleased.

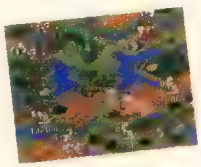
Alternatively: *Broken Sword*, really, or some LucasArts games again.

On the twelfth day of Christmas my true love gave to me...

CIVILIZATION 2 drumming

MicroProse £40 (PCG 28, 96%)

It's been around for months now, but nothing yet toppled *Civilization 2* of the top PC GAMER slot in our books, and it seems unlikely that anything will in the near future. It's a ferociously absorbing strategy game with a seemingly endless lifespan. And what could be more Christmasy, with its birth and growth metaphors.



Alternatively: *Settlers 2* is jolly good, and *SimCity 2000* seems to be a perennial favourite despite its tedious waterpipery. PCG

Ding Dong Money Pit o

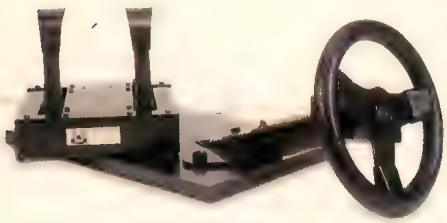
Your disposable Christmas income disposed of.

In a flurry of Christmas cheer, we've gathered together old friends of Money Pits past for a joyous drink. Here's to the PC accessories that would brighten up any Christmas morning. By STEVE OWEN

GP500 Race Centre

£300 – RC Simulations 01275 474550

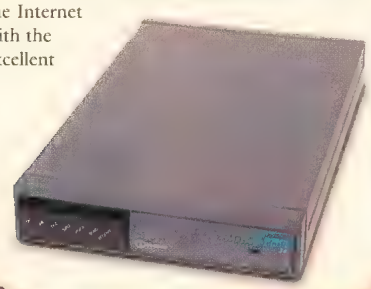
Once in Royal David's City stood a lowly PC running the superlative *Grand Prix 2*. Such was its divine realism, it came as something of a come down to have to control the great metal beast using a keyboard. Thankfully, our Lord smiled upon his chosen gaming population, and on the eighth day created the GP500 Race Centre, the most heavenly of add-ons. With this leather-clad steering-and-pedal-based beauty, the Earth was to marvel at how natural *GP2* had become. And *Network Q RAC Rally* for that matter. Amen. **90%**



Message Desk 34

£187 – Pace 01274 532000

In the beginning was the Word. Now, it's not so much the Word, but who you can share it with. It's the information age, so go tell it on the mountain, and anywhere else connected to the Internet with the excellent Pace Message Desk 34. It's a 28.8 modem with fax and voice capabilities, so you can also use it as a fancy answerphone. Forget jumpers and socks – you could be hacking away at 15 other *Quake* players around the world with this little baby. The kind of Christmas present you won't stop using on Boxing Day. **87%**



F-15E Talon

£85 – Suncom 01285 642211

Suncom so loved the world that they gave us the F-15E Talon, surely the most miraculous of objects made into joystick form to come amongst us. Strong as an ox, you could probably subject it to all manner of humiliating, barbaric acts and still expect to use it three days later. Four banks of programmable buttons make it possible to recreate 48 combinations of key presses – the perfect number in anyone's books. It's just a pity that there's no built-in throttle, which means you will still need to resort to the keyboard, or wait in Egypt for a plague of CH Throttles, normally costing £80. **94%**

Labtec LCS-2412

£129 – Labtec 01252 890585

Hear the bells of Christmas chiming more clearly than you otherwise would with the angelic elegance of this three-piece speaker set. Two satellites span the top of your screen, pointing the way to your monitor for any wise men who might be in the vicinity, and freeing up valuable space when there is no room left at the inn. The main unit, which could comfortably sit anywhere around the manger, but preferably away from cow poo, houses a throbbing bass unit and attractively styled volume and tone controls. Hark, the Herald Angels sing, using the LCS-2412's for amplification. **93%**

Phase 9 Phantom 2

£20 – Euromax 01262 601006

From the trinity of PC controllers – joysticks, joypads and steering wheels – it's the joypad

n High

that seems to have been expelled from peripheral paradise. Console gamers *have* to use joypads, but our equivalents tend to end up devilishly painful to use.

Now, the Phantom 2 isn't a huge improvement – still a bit achy after an hour – but it's certainly one of the strongest, cheapest and most buttonest of the collection. And thanks to the transparent casing, you don't have to be omnipotent or omnipresent to see its heart. **80%**

Simuleyes VR

£120 – Oregan 0700 0673 426

Wise men from west (the US, actually), have journeyed forth many miles (all right, sat on a plane), to bring us gifts of Hawaiian shirts, rock 'n' roll and the Simuleyes VR glasses. Trendily spanning your nose, and then hooking over the back of your ears, the Simuleyes flashes each lens on and off, while your PC monitor 'simul'taneously flicks between two images. The resulting effect could blow your mind, but it actually settles into a surprisingly effective 3D picture. Once again, it's *Descent 2* that looks particularly good. **74%**

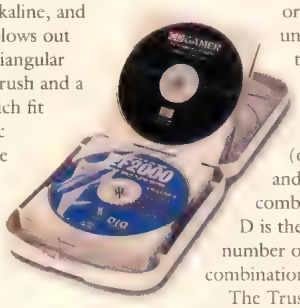
While shepherds watched their stockings by night

Pointless tittle-tattle is as important a part of Christmas as the Great Escape. But what can Santa fill the PC gamer's stocking with?

By SIMON WILLIAMS

WHAT WOULD YOU PUT IN A typical PC gamer's stocking, other than a leg? It's the little gifts that count and we've a number of ideas which will cost you little but mean a lot.

First out of the bag is a really small vacuum cleaner in an attractive shade of battleship grey. Marketed by TechnoPlus and available through any TechnoPlus dealer, the realistically named Mini-Vacuum (£10) takes four AA sized cells, preferably alkaline, and sucks in through one hole and blows out through another, into a small, triangular black dust bag. There's a little brush and a 'concentrator' head, both of which fit onto the end of an angled plastic tube, also supplied. Although the vacuum gives some suck, it's best for light dust only. You can also stick the tube on the other end so the vacuum blows, rather than sucks.



Now I know you'll all have your own ideas about carrying PC GAMER cover CDs around with you, but why not slip along to PC World, Currys or one of the seedier branches of Dixons and purchase a lovely Laserline CD-ROM wallet (£6)? Pictured here is the 12 disc version, which, as you can see, houses 12 discs. The Laserline CD-ROM wallet is made of a different plastic from the Mini Vacuum, but is nonetheless a very similar shade of grey. If you have more than 12 discs to store, you can buy a second wallet, or one of the cleverly inventive 24 disk ones (£10.50).

At home, where space is at less of a premium than in the glove-box of your sidecar, you may want to store your CDs in their original cases. Nothing could be easier than with the TechnoPlus CD storage system, unless it's just putting them side by side on a shelf, like books. The CD storage system stacks all your CDs vertically and can take single or multiple CD cases… just like a shelf can. Each unit can hold up to 20 single CDs, 10 double CDs or 5 doubles and 10 singles. The units can be stacked and linked together and you can buy a one or five unit pack (£8 and £40 respectively). The five unit pack can hold 100 single CDs (or 50 doubles, or 45 doubles and 10 singles or in fact any combination where D=50-S/2 and D is the number of doubles and S the number of singles stored). The combinations are limitless.

The Trust FM stereo radio (£40 from PC World, Byte Computer Stores and dealers) is a tiny little pip-squeak of an expansion card which can tune in to any FM station that takes your fancy. You just plug the card in, connect the supplied throw-out aerial to one socket and a lead to your sound card into the other. But what about the little knobs and the frequency display and that little indicator which flashes 'stereo' and makes everything hiss? Don't worry, they're all there in a cunning piece of software which looks like a car radio and provides tone controls, alarm facilities and up to 24 pre-set stations. Your choices are limited only by the number of available channels. Happy Christmas. PCG

B

A Fold A to B

Beyond nine hundred years of mystery, in the days when the legendary knights Templar guarded the holy treasure, documents were hidden concealing an incredible secret, one that covers the entire foundations of Christianity. Puzzles protect the script from falling into the wrong hands but the world fears destruction if they were ever solved. The quest has begun to protect Christianity and for now the script is the only way to save it.

Broken Sword
THE SHADOW OF THE TEMPLARS

B

A Fold A to B

Revolution

Virgin INTERACTIVE entertainment

PCs on Earth

(Goodwill to all men)

Throw that aching old 486 into the trash this Christmas, and spend some wonga on a PC that makes our office ones look clunky. Here are three of the best. By SIMON WILLIAMS

Dabs Direct

£1,380 – Dabs Direct 0800 674 467

Even Tiny Tim, sitting there by the grate chewing the Parson's nose from the remains of the sparrow they had for Christmas dinner, could afford this Dabs machine. At under £1,400 you get all the basics of a fast games PC, and a full copy of *Quake* thrown in. There's a company that really knows the way to a gamer's heart.

With a 133MHz Pentium to base it all around, you're off to a good start. This will cope with most of the games that are out there at the moment, and with 16Mb of main memory you shouldn't find anything that hits the 'out of memory' button. The 'eight-speed' CD ROM actually performs more like a six-speed device under test, but is still more than fast enough to transfer even full screen video.

The video card is a VideoLogic GrafixStar 400, which is a high value adaptor and one to which you can add hardware MPEG playback at low cost. In fact, though, software playback should work adequately on this machine. The video signal runs into an ADI MicroScan 4V, which is a fine 15-inch monitor with all the adjustments you could need.

Sound is provided by an Internet-capable AWE 32 card, so you'll have no trouble with wave-table tunes, and a CD of MIDI voices is provided with the system. It's all run into a pair of Typhoon speakers, which are the one weak link in the whole machine. They give a muffled, uninspiring sound with nothing that you could call crisp treble.

Finally, there's one of Microsoft's Sidewinder game pads, which is comfortable to use and has plenty of buttons. This is a great budget machine. Yes, you can buy cheaper, but you won't then get the brand-name components throughout, which should ensure this machine a long gaming life.

HORN-RIMMED SPECS

Processor: 133MHz Pentium
Secondary cache: 256K
Memory: 16Mb
Hard drive: 1.6Gb
CD-ROM: x8 Mitsumi
Graphics card: VideoLogic GrafixStar 400, 2Mb
Monitor: 15-inch ADI MicroScan 4V
Other bits: SoundBlaster AWE32, Sidewinder game pad, Typhoon 25W speakers
Bundled software: *Microsoft Football, Gex, Quake*

Dabs Direct 92%

Evesham Micros Prestige 166

£1,620 – Evesham Micros 01386 765 500

What a jolly old fellow Santa Claus is and how lucky that few boys and girls ask for an Evesham Micros Platinum 166 PC for Christmas. If all 2.5 billion young people made this request, rosy faced St Nick would have to stump up something like four trillion pounds, and he would have a huge overtime bill from his gnomes.

The answer is to get your request in early, as this mini-tower machine has all the makings of an excellent games and multimedia PC. Based around a 166MHz Pentium chip and a fast Intel VX support chipset, this machine comes with a respectable 256K of cache memory and 16Mb of main EDO RAM.

There's room for a further four drives in this case, to fit alongside the 2Gb Seagate hard drive and six-speed Panasonic CD-ROM drive. There's also room for plenty of expansion, with only one of each type of expansion slot occupied. There's a SoundBlaster 16 sound card in there, running out to a fine pair of ZyFi Pro 2 speakers, which give a better sound than many other multimedia PC units.

The video card is a Diamond Stealth 3D 2000, which isn't quite state-of-the-art, but uses the Virge chip for 3D support and is a lot better than a gnome with a paintbrush. In ☛

the review machine, photographed here, video runs into a GoldStar multimedia monitor, with built-in speakers. Evesham pointed out that this was an oversight and the system as priced would come with an EcoScan 15, again a good monitor.

There's a fine software pack, but not for games. It's all Microsoft stuff, with Works, Encarta and lots of other multimedia discs. The useful bit is Microsoft's Sidewinder joystick, which is well up to scratch. This is an excellent all-round package, at a better price than any high street equivalent.

X-RAY SPECS

Processor: 166MHz Pentium
Secondary cache: 256K
Memory: 16Mb
Hard drive: 2Gb Seagate
CD-ROM: x6 Panasonic
Graphics card: Diamond Stealth 3D 2000
Monitor: 15-inch EcoScan 15
Other bits: SoundBlaster 16, ZyFi Pro 120W peak speakers, Sidewinder joystick, microphone
Bundled software: Works 4, MS Money, Fine Artist, Explorapedia, Encarta 96, Dinosaurs, Golf, MS Scenes, Win Entertainment Pack, and *Fury 3*

Prestige 166 87%

Dan Technology Dantium

£1,988 – Dan Technology 0181 830 1100

If the star on the top of your Christmas tree is made from coiffured strips of gold leaf and your party crackers contain Cartier trinkets, you may be in the market for this top of the range games machine. At £2,000, Dan's 200MHz Pentium desktop will blow through Windows like a magic sleigh and eight reindeer.

Innocent though it looks on the outside, this is one of the fastest PCs you can buy. It's not all down to the processor, either – Dan have a way of tuning their machines to get the best out of them. The fact that they fit 16Mb of fast EDO RAM and 512K of secondary cache doesn't detract from these ideals either. There's also a fast 2.5Gb hard drive which should be big enough, even for *Wing Commander V*. The eight-speed CD-ROM drive comes from Toshiba and has a high transfer rate under load, where it counts.

The video side is handled by the latest Matrox Mystique card, fitted with 2Mb of video memory, more than enough for any current game. Dan's 15-inch SVGA monitor has a good flat screen and gives a sharp picture. An AWE 32 wave-table sound card from Creative is coupled to a pair of 80W powered speakers, which sound better than many portable hi-fis. The combination is capable of quality sound, at volume.

Dan have bundled a good selection of software with the machine, rather than a selection of good software. Although there are five games, they're *Magic Carpet*, *Theme Park*, *FIFA Soccer*, *Hi-Octane* and *Bioforge*. Only the last two are under two years old. The rest of the software is from Microsoft and includes Works 4, Encarta, Golf and Dogs.

Not withstanding the games pack, which will still give you many happy minutes of play, this is a great machine with all the best components for long and industrious service.

DESIGNER SPECS

Processor: 200MHz Pentium
Secondary cache: 512K
Memory: 16Mb
Hard drive: 2.5Gb Seagate
CD-ROM: 8-speed Toshiba
Graphics card: 2Mb Matrox Mystique
Monitor: 15-inch SVGA
Other bits: SB AWE32 sound card, 28.8K modem (with Pipex trial), 80W peak speakers, Trust joystick, microphone
Bundled software: As above, plus Quicken, Musical Instruments, Dinosaurs, 500 Nations, Dangerous Creatures and World of Flight

Dan Technology Dantium 89%

BATTLECRUISER
3000AD
PC CD ROM

GAMETEK

The ULT
dan
BASS

IMATE PC

This, as far as we're concerned, is the Ultimate Games PC. Sure, you can get faster ones, but they're only designed to keep networks working. This PC is designed to play games the way the games designers wish you could play them.

AS THE BEARDED SIMON WILLIAMS has pointed out on page 59, each of the Dantium's components has Monster written all over it. Metaphorically speaking.

A blisteringly fast Pentium 200 processor calculates the exact physics required to make your Formula One car zip around the Curva Parabolioca on *GP2*. A stupendously quick eight-speed CD-ROM drive spools the haunting soundtrack to *Tomb Raider* just as fast as a single-speed one would, but loads the astoundingly beautiful level graphics much quicker. The surprisingly fast Matrox Mystique 3D accelerator gives *Monster Truck Madness* speed in SVGA, with fluffy smoke bellowing from the huge tyres. 32Mb of RAM means it barely needs to glance at its 2.5Gb hard drive. And the 80W speakers deliver *Quake*'s bangs, crashes and squelches louder than your neighbours would appreciate, especially as we've connected up a Zydec bass woofer system in tandem.

It is, in short, a PC gamer's dream – the sort of machine that only the most sinister of global megacorporations would ever dream of buying, and then only to use it for boring spreadsheets and things. If only it was ours. We'd know how to put it to good use. But it's not. Instead, we had to content ourselves with squabbling over it for a day, with brief glimpses of how our favourite games look with all their options set to 'On'...

Look – here's what we had to play with for the day

- Pentium 200 processor
- 32Mb of RAM
- Matrox Mystique 3D graphics card
- SoundBlaster AWE 32 sound card
- 2.5Gb hard drive
- Eight-speed CD-ROM
- 80 Watt speakers plus Zy-Fi bass woofer

It's not just the extra detail and great smoke you enjoy in *Monster Trucks*. It goes a bit too.

Jonathan trucks on it

It might be expected that a person of my seniority would already possess something approaching the ultimate PC. However, I prefer to abstain from the on-going PC arms race, finding that a Pentium 75 of some antiquity suffices. It stood my father in good stead, and his father before him, and I see no reason to abandon it now. Its walnut veneered casing also sits comfortably with my study's furnishings, and the single, large loudspeaker with its sunburst grill resonates warmly. I therefore approached The Ultimate PC with hesitation.

But, while *Monster Truck Madness* runs acceptably on my P75, I'd been wanting for some time to play it properly in SVGA mode with all the detail turned on. In chunky VGA it's difficult to aim for the Portaloos with any accuracy, and the realistic controls need a smooth frame-rate if you're not to keep oversteering disastrously.

Monster Trucks installed in much less time than usual, and I then had to lunge for the options menu to save my ears from an assault by loud pop music. A few moments later I was gazing at the back of an intricately detailed monster truck, able to read every last one of its evil corporate sponsorship logos. And then after a couple more seconds we were off.

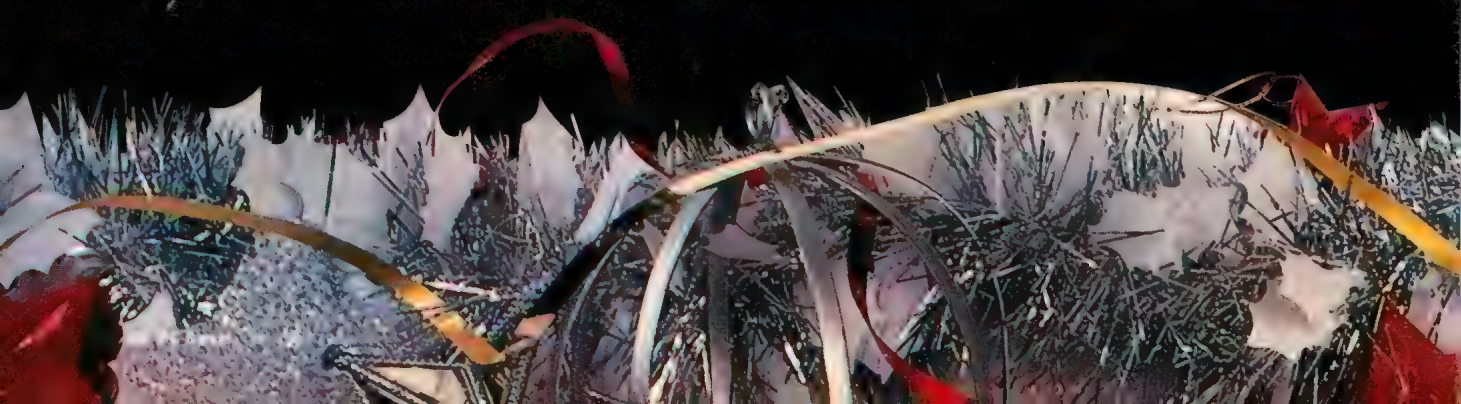
And – crikey. It's like stepping into the future, into a whole new world of PC gaming. *Monster Trucks* is never going to look gorgeous, exactly, thanks to some garish colouring and fairly crudely-drawn polygons. But on our deluxe PC it moves incredibly smoothly, and that means that the skidding, bumping and tumbling can be fully appreciated, while it's possible to slide round corners with incredible precision. Transparent puffs of smoke come from the tyres, tiny little bits of grass spurt out behind you, and huge log-jams of motorhomes can be shunted about the track with no problem at all. There are a few glitches I don't remember seeing on my PC – bits of graphic appearing in the sky and so on, that Steve reckons can be put down to Direct3D teething problems – but overall *Monster Trucks* is elevated to a whole new realm of entertainment. And the 'Y' key causes 'Yee-haw!' to boom out of the bass woofer incredibly loudly. JONATHAN DAVIES

James races on it

As I sit down to type this the only noise in the office is an exhausted engine whine, punctuated by excited, childish squeals and cries of "Oi, look at this one". It's all rather reminiscent of a children's playground, but the cause is far more sinister. The PC GAMER team, in a fit of 'Christmas' issue desperation, have taken to electronic joyriding that can only mean the end of *GP2* as we know it.

Jonathan has just broken Jos Verstappen's neck in a crunching head-on collision outside the pit lane at Hockenheim. Steve's Williams has snapped in half like a crunchy carrot in the most spectacular multiple pile-up Bath has ever seen. Mark is sulking in the corner after we kicked him and *Quake* off the machine. Jimmer cannot even get near the PC to see what all the excitement is about for the crowd around it. The Dan 200 is a mighty machine, undoubtedly the best we've ever had in the PC GAMER office. Although it's *still* not powerful enough.

The frame rate estimator that Mr Crammond kindly provides will not register greater than 25.6 frames a second, even with this silicon beast to power its every pixel. Turning texture and detail on in SVGA and a paltry 16fps emerges as the frame rate. Lose the sky and this figure rises to 21 – although when playing it is certainly slightly higher than this. Quibbles though, and who needs the sky anyway? *GP2* on this machine is a wonderful experience and one that makes horrible VGA impossible to return to. I suggest that you enter the competition to win it at once. JIM FLYNN



(Top) Fast high-res cars, even at the start of the race; (above) stupidly high video modes in *Quake* at obscene resolutions. You've never had it so good.

Steve explores on it

I've played *Tomb Raider* more this month than I've ever played any game I've reviewed. It had the benefit of arriving right at the start of our issue, and while that would normally mean that Ashley and little Jimmer could be getting on early with transferring my illegible scrawling into the glossily attractive bound pulp you see before you now, it actually meant that I got to play *Tomb Raider* for three weeks. So it was with a slight tear in my eye that I eventually handed in my review and put the *Tomb Raider* CD away in my drawer.

And then, in a flash of brilliance, I came up with the perfect excuse to play it a little bit more. Our Ultimate PC needed testing, and what better way than to throw a gorgeous SVGA masterpiece at it? Having a slightly faster PC may sound like a pointless exercise; but I was sold the moment I found that the Dantium P200 plays *Tomb Raider* in SVGA as comfortably as my own P100 played it in VGA. And what a cracker of a game to see at this resolution. I decided to go through some of the Egyptian tomb levels again because of the fantastically textured hieroglyphics that line the walls, and some impressively large open areas (such as the Sphynx). As Mark mentioned while screaming around *Quake*, walls really are made of rock at this resolution. Stone is rough to the touch, sort of. The chairs look good enough to sit on. All I can say is that I'm glad I didn't review the game on this PC, because I would have been even more sold on it, unfairly rewarding it an extra few per cent when so few of you will be able to appreciate where they came from.

Tomb Raider doesn't have any of the really loud bangs and crashes that Mark will inevitably enjoy when he plays *Quake* and Jonathan enjoyed when he Yahawed in *Monster Truck Madness*, but the speakers handled the soft spot effects easily. It does mean that you tend to turn the volume up slightly, so that I lost several pounds of bodily fluid into my underpants when the streaky bacon mummy creature leapt out from behind a wall with a piercing and terrifying shriek. He gets me every time.

And it soon shut up the PlayStation posse. While they'd been laughing that a P100 was unable to run comfortably at anything higher than VGA, they had to swallow their consoles when our Ultimate PC put the PlayStation's meagre resolution to shame. STEVE OWEN

Mark murders on it

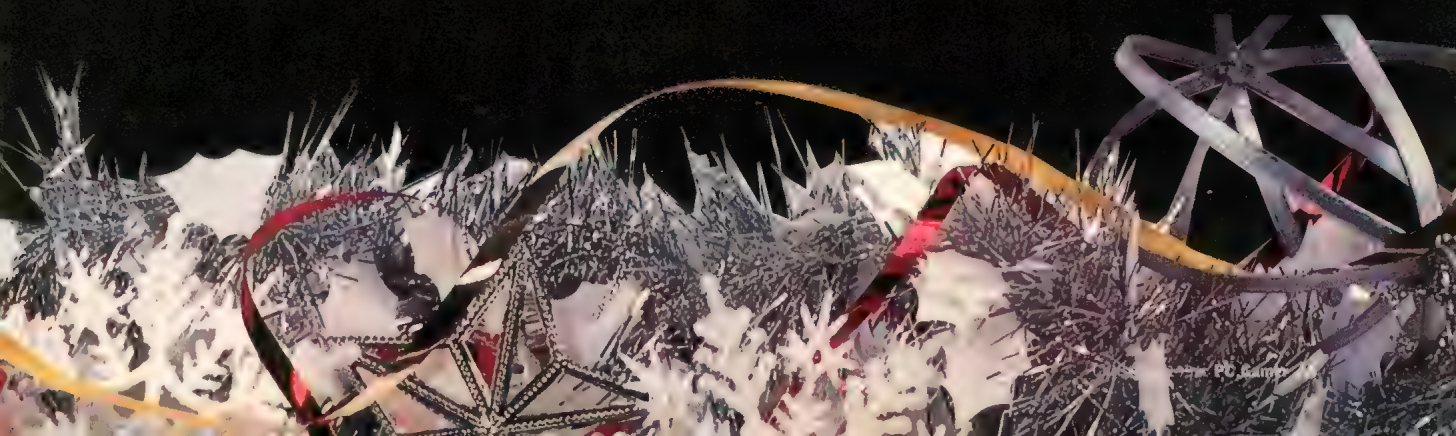
Many have been the times, when, merely for sentimental reasons, I've set my plain little P90 to run *Quake* at the highest vid mode it can comprehend. I say run but it's more still really, because, as I gaze yearningly at SVGA *Quake*, I let out a wistful sigh at the thought that, comely though it is, I've seen more animated creatures lying on their backs in rock pools.

But then, the arrival of our Ultimate PC suddenly offered me the prospect of speed and beauty in one alpha and omega *Quake* experience. My chance came when a row broke out between Jonathan and Steve over whether *Monster Truck Madness* or *Tomb Raider* would be played next, and while they discussed the merits of the Carolina Crusher vs Lara Croft I moved swiftly to boot up *Quake*.

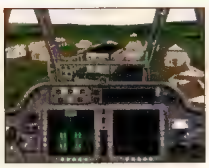
Displaying a vid mode my P90 doesn't even believe exists, our divine PC smoothly complied as I swivelled and strafed and bounced around the Entrance Hall in wonderment. I kept trying to use the shotgun as a prosthetic hand to touch the walls whose finely grained textures and sharp edges simply were stone. On through the lobby and into the Slipgate complex, where perfectly formed Grunts rushed towards me. Shaken, I reverted back to vid mode 1 for a moment and everything seemed to melt slightly as if hewn from mud bricks caught in a sudden shower. I realised that I'd been irreparably spoilt as, though I'd never had cause to fault *Quake*'s graphics before, I now noticed that the Grunts seemed to have their features sloppily scattered about their faces. Back to the future of PC gaming and the detail was too much. The speakers breathed bestially at me and bass shotgun blasts kicked back from the sub-woofer as I pirouetted dizzyingly around Ogres, while at the same time tried to appreciate the richness of the soft furnishings. It was broad daylight, I was surrounded by friends and I was scared. Several times I turned a corner into a face full of death knight and physically leapt back, embarrassingly having to pull my skin back on in front of everyone.

Abruptly, Jonathan and Steve regained their composure, and I was sent off to make some tea while they argued over whose turn it was next. MARK DONALD

And so, as if it was all just a dream, our mighty super-PC must be returned to its makers. Or must it? Turn to page 208...



JANE'S DELIVERS



The defence leaders in the government, military and industrial fields of 163 nations around the globe rely on Jane's indepth knowledge and experience of the military.

Working with Jane's, Electronic Arts have created some of the most exact military simulations available today, effectively duplicating the combat mission experience for the home user.

So every swerve, every dodge, every shot, every move you make is as real as those whose lives are on the line. Military simulations from Jane's and Electronic Arts. Precisely.

ELECTRONIC ARTS®

We build sims by the book™

http://www.janes.com/janes.html or http://www.ea.com/janes.html

CD ROM

ATF, USNF 97 and We Build sims by the book are trademarks of Electronic Arts. Flash Point Korea is a trademark of Origin Systems Inc. Jane's is a registered trademark of the Jane's information Group. Electronic Arts is a registered trademark of Electronic Arts

A REALITY CHECK

Jane's®

COMBAT SIMULATIONS

A.T.F

GAME PRO-90%
"ATF is an amazing piece of software."

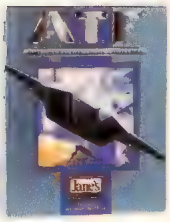
AH-64D LONGBOW

PC POWER
"Longbow offers hours of gaming pleasure. It's an awesome, frightening machine which most certainly earns it's respect"

USNF'97

COMPUTER GAMING WORLD
"Superbly realistic... you won't need another flight sim."

ATF NATO FIGHTERS
New missions and a new Baltic campaign for ATF players



ADVANCED TACTICAL FIGHTERS
Next Generation Air Combat

U.S. NAVY FIGHTERS 97
The sequel to the award winning USNF

AH-64D LONGBOW
The benchmark in Helicopter sims

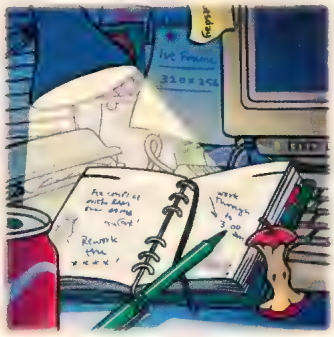
AH64D LONGBOW: FLASH POINT KOREA
New missions and a new Korean campaign for Longbow players

OCCUPYING STORES ACROSS THE COUNTRY NOW

For more information on the Jane's line of Combat Simulations,
please telephone 01753 546 465, email uk-support@ea.com, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU.

Diary

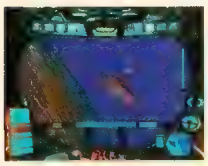
Unexpectedly, Bullfrog's diary of *Creation* is back. And Guy has been busy play-testing.

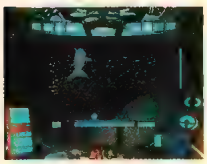


WELCOME, DEAR reader, back to the wibbley, watery world of planet *Creation*... a very strange place indeed. Follow me as we travel down to discover exactly what's been happening there recently...

Creation has a surface composed almost entirely of water. Any off-world observers would describe it as a really bright sparkly bit against the void. Surrounding the planet, rubbish left over from the terraforming process has collected together to form a ring. This 'garbage belt' supplies the planet with frequent, spectacular solar eclipses known locally as 'skidz'. At night the skies are filled with meteor showers of breathtaking beauty, caused mainly by crumpled beer cans and empty pizza boxes tumbling into the upper atmosphere.

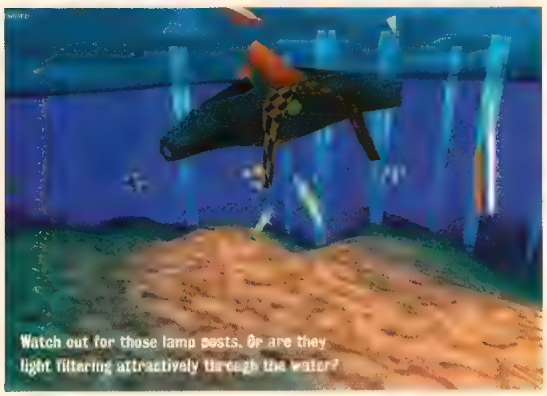
"At night the skies are filled with meteor showers of breathtaking beauty, caused mainly by crumpled beer cans and empty pizza boxes tumbling into the upper atmosphere."



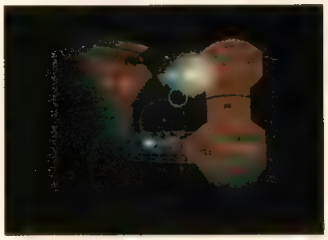


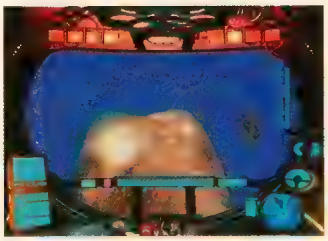
And so into the sea. All is strangely silent. Nothing can be heard. I strain, but not even the sound of escaping gases reach my ears. ("No sound effects.") I look around at the inside of the sub for help, and a few lights blink confusingly at me from the console. I try the controls. First I tug at the joystick and find the sub lurching around sickeningly. ("Controls are too sensitive.") After some time I find what appears to be a throttle. I push forward and the sub glides forward smoothly into the depths. I pull back and the sub glides forward smoothly into the depths. ("Throttle's knackered.")

Eventually I manage to get some control over the sub, and with a little effort I'm able to make it go in any direction I choose (so long as it's forward). I look at the various navigation controls ("Scary!"), and find that pushing a strange oblong button brings up the CIPPER (Creation's Interactive Perspective Projected Environmental Resonator). I'm faced with lots of flashing dots, and find that if I blur my eyes, they form the image of a landscape. ("Map needs work.") I decide to resort to ocular navigation and steer the sub forward into the depths.



Watch out for those lamp posts. Or are they light filtering attractively through the water?





Watch out for that rock. You'll then stand a better chance than that stunned turtle.

At last some life. A dolphin appears in front of me. I can see muscles rippling beneath its skin as its powerful tail forces water aside to propel its body forward. This beautiful sight is marred only by the fact that its head remains firmly stuck in the sand. Onward I travel, occasionally seeing small shoals of fish which sometimes flock together with the fluidity of an underwater ballet, but most of the time look like turds hanging from pieces of string. On one occasion I see one of the great hunters of the deep. A Great White Shark swims gracefully past, its tail sticking out proudly in front of it. ("Can somebody fix this £and*%^$ movement code?")

Suddenly a warning light starts flashing on the console. I look out through the porthole and see a vast ship lumbering toward me through the murky water. It fires and a flash of light is followed by a stream of boiling water off to my left, and the sub bucks furiously around me. I load up the torpedo tubes as another shot streaks past. Another flash of light – this time I'm hit! The sub's internal lights fade out, my engines are down. One more hit and I'm dead. My only hope is to unleash the torpedoes before the other sub finishes me off. Sensing my plight, it slowly circles round me; it's toying with me, and getting closer with each second. If I can get a target lock on the sub, I should be able to deal with it. A bead of sweat trickles down my forehead and into my eye. Closer, closer. That's it, it's in range. I push the target button and launch the torpedoes. The sub lurches backwards from the force of the accelerating torpedoes. I watch twin projectiles of doom rush away from me and strea...

```
DOS/4GW error (2001): exception
0Eh (page fault) at 237:8304CFB8
TSF32: prev_tsf32 527C
SS 23F DS 23F ES 23F FS 0 GS 87
EAX 10C EBX 0 ECX 118 EDX 0
ESI C EDI 1230021 EBP 40 ESP
833A9EA0
CS:IP 237:8304CFB8 ID 0E COD 4
FLG 10216
CS= 237, USE32, page granular,
limit FFFFFFFF, base 0, acc CFFB
SS= 23F, USE32, page granular,
limit FFFFFFFF, base 0, acc CFF3
DS= 23F, USE32, page granular,
limit FFFFFFFF, base 0, acc CFF3
ES= 23F, USE32, page granular,
limit FFFFFFFF, base 0, acc CFF3
FS= 0, USE16, byte granular, limit
0, base 0, acc 0
GS= 87, USE16, byte granular,
limit FFFF, base 25520, acc F3
CR0: unavailable
Crash address (unrelocated) -
1:00082FB8
```

"Damn."

Guy Simmons,
Bullfrog Productions

Bringing quality goods out from under the counter....

Launched under the new Blackmarket budget label come some of the greatest games available on PC CD-ROM, re-released at an even greater price!!!

OPEN FOR BUSINESS

blackmArket

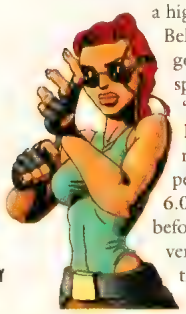
Sort It Out

Data migraines, making you just want to go and lie down, are an all too common ailment in the Information Age. Take fast acting Sort It Out, once monthly, to relieve the symptoms of disorder in your PC life.

TOP 10 WAYS TO MEET THY MAKER

1 Tomb Raider

The smooth limbed Lara stands upon a high rocky outcrop. Below lies a pit of gore-stained six foot spikes. They say "Come to us", and Lara, powerless to resist the moment, performs a beautiful 6.0 swallow dive before coming to rest vertically all over them with a satisfying yeeeuch.



2 F-22 Lightning 2

Clik, clik. Out of Sidewinders, cannon pods empty, there's only one way left to protect truth, justice and the American Way. Point your plane bogeywards and screaming "Valhallaaaaa!" become a human air-to- air missile by ejecting straight into the enemy cockpit.

3 Deus

Remember when going outside meant ritual humiliation as your mother forced you into an excessively toggled duffle coat claiming that without it you'd catch your 'death of cold'? Well in *Deus* it all comes true. Nip up to the mountains absolutely starkers for a terminal chill.

4 Quake

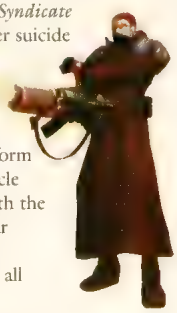
Cunning stunt enthusiasts can 'get air' in *Quake* with the rocket jump. Point your launcher at the ground and, using it as an impromptu Saturn V rocket, propel yourself into the ether. Although not all of you necessarily lands in the same place. Try it with the Quad damage for that extra boost.

5 GP2

Tired of anonymous backmarking in *GP2*? Then make them take your Simtek seriously with an 180-degree handbrake turn on the chicane, followed by a nonchalant flick of the destructible car option to Off. Then lurk on blind bends waiting to surprise Schumacher with a 400mph closing-speed collision.

6 Syndicate Wars

With so much innocent blood staining their hands it's unsurprising that the sinister agents of *Syndicate Wars* have a higher suicide rate than Swiss bankers. Consumed by guilt, teams of agents regularly form up into a little circle round the one with the 'cataclysm' nuclear grenade and, VWOOOM, they all fall down.

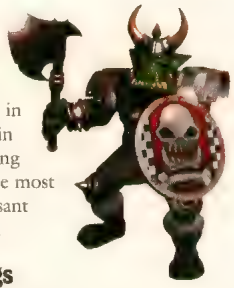


7 Terminal Velocity

Blatantly ignore the "Caution: do not use in enclosed spaces" instructions, written in small yellow letters, on your afterburner and you'll get your just reward. Engage it down a tunnel to set your screen spinning faster than an experimental 'pop' video as your craft pitches end over end before smearing itself all over a wall.

8 Warcraft 2

When your population reaches saturation point it's time to think about shedding the dead wood. Your peasants, they've served you well but they've outlived their usefulness and, painful though it may be, some involuntary retirement is in order. Send in the blizzarding mages for the most humane peasant cull possible.

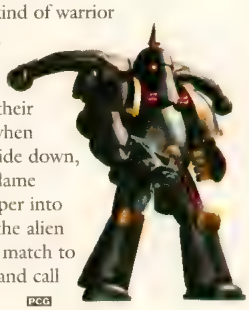


9 Lemmings

When all is lost in *Lemmings*, do the decent thing and reach for the innocuous little button marked with a mushroom cloud. Shut your eyes, 5-4-3-2-1, and try not to shed a tear as all your furry friends spontaneously combust. It's for the best.

10 Space Hulk 2

The Space Marines in *Space Hulk*, being some kind of warrior monks order, cannot bear the stain of defeat upon their honour. So when they let the side down, march your flame thrower trooper into the heart of the alien midst, take a match to the gas tank and call it a draw. PCG



TOP FIVE SAUCIEST WEAPONS

1 Verbal fencing – *Monkey Island*
2 Flame thrower – *Syndicate*
3 Infinite cruise missiles – *TFX*
4 Axe of Persuasion – *Quake*
5 Infra red laser rifle – *The Terminator: Future Shock*

TOP EIGHT PC DRIVING GAMES

1 *GP2*
2 *Monster Truck Madness*
3 *Screamer 2*
4 *Indy 500*
5 *Network Q RAC Rally Championship*
6 *Need For Speed*
7 *Micro Machines 2*
8 *Wipeout*

TOP FIVE WORST EVER INTERACTIVE MOVIES

1 *Plumbers Don't Wear Ties*
2 *Voyeur 2*
3 *Voyeur*
4 *Mirage*
5 *Urban Runner*

***Plumbers* plumbs the depths for the second month running in the worst-ever stakes. What will it win next month?**

F22 LIGHTNING II™

SCRATCH ONE BOGEY.

Streaking through blood-red sky over vast terrain. Dicing with life and death. Getting up the enemy's nose as much as possible. It's a test like you've never faced before. You'll marvel at F22 Lightning II™'s superior gameplay, gape at the amazing, unique graphics and witness the wailing and gnashing of teeth in glorious digital stereo. It's even more dangerous and thrilling when you challenge others through network, modem or via direct connect.

Can you flick it? Yes you can.

For more information please telephone NovaLogic on 0171-405 1777 or write to NovaLogic Ltd., 26-27 Boswell Street, London WC1N 3JD.

F22 Lightning II, NovaLogic and the NovaLogic logo are trademarks of NovaLogic, Inc.
© 1996 NovaLogic, Inc.

NOVA LOGIC™

A Different World

They have Christmas in America, too, as Gary is discovering – to his cost.

CHRISTMAS IS COMING, and the US edition of PC GAMER is getting fat – 444 pages fat in fact. That's even more corpulent than GQ's Men Of The Year issue, which I recently hefted off the newsstand (Michael Jordan, Mel Gibson and Jerry Seinfeld were the co-winners, in case anyone's interested). Yes, the silly season here in the USA is, if anything, even sillier than Christmas back home in England – all the software houses bring out their big guns (along with their correspondingly huge advertising budgets) and magazine issue sizes spiral into telephone numbers.

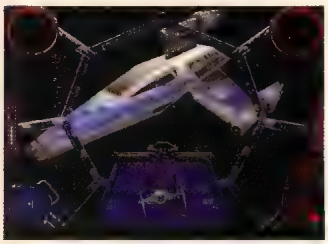
All this would be great if it wasn't so hard to get into the Christmas spirit while doing our Christmas Special. Magazine 'lead times' (the time between writing the magazine and it actually appearing on shelves) are so frustratingly long out here that I've been going through the customary Christmas issue motions (sprinking snow on the logo, doing the 'best of the year' feature, writing my 'Ho ho ho!' editorial) in the middle of October. I even brought my Elvis Christmas Album into the office and had it playing round the clock in an effort to get me and the PCG team into the festive spirit, but to no avail – Christmas music played at any time other than Christmas just sounds, well, odd. So now, late in November with our Holiday Special finished and on my desk to admire, I'm all Chistmassed out, and in a few weeks I've got to go through it all again – for real. Two Christmasses in one year might sound like a treat to an eight-year-old, but to a grizzled old warhorse like myself – bah, humbug!

Yuletide in the PC Gamer office is not without its compensations, however. Those aforementioned big guns are starting to arrive in force, and already the awesome *Red Alert* is in danger of being relegated from the office hard disks in favour of new and even more seductive software. Eidos' awesome *Tomb Raider* will have to be locked away when it arrives if the time-wasting havoc the PlayStation version has caused across the corridor in the offices of our sister console mags Next Generation and Game Players is anything to go by (the PC version is even better judging by early betas), while an early glimpse of the new Star Wars strategy game, *Rebellion*, at a recent hush-hush press gathering at LucasArts warned of exciting times to come. All the while, *X-Wing vs TIE Fighter*, THE number one most anticipated game in the PC Gamer office, looms like a shadow over everything we do. It's due any day now, so anytime a FedEx from the San Rafael area (where LucasArts have their offices) comes into the office, a mad scramble for the contents ensues. So far, nothing. Patience.

"An early glimpse of the new Star Wars strategy game, *Rebellion*, at a recent hush-hush press gathering at LucasArts warned of exciting times to come."

And so another year begins as the last one did, with the promise of great things to come over the next twelve months. Mark my words, 1997 will be the best year for PC games there's ever been, and not just because of the cool software – I predict this will be the year that 3D accelerators and *MMX* technology make their big-time breakthrough and lead to games that put any of the leading-edge consoles to shame technically. Not to mention the multi-player revolution, the P200 coming down in price, *Quake 2*... oh, it's just all too much. Time to retire to the drawing room to sit in an antique leather armchair by a flickering log fire with a large glass of brandy before heading up the coast to Lake Tahoe where the ski season has just opened. Like I said, Christmas is not without its compensations. PCG

● Gary Whitta is editor-in-chief of PC GAMER's US counterpart.



In America they're all looking forward to *Rebellion* and *X-Wing vs TIE Fighter*. So maybe they're not so different. Actually, they are.

NO

NO FLASHY INTRO'S.

NO 'INTERACTIVE CHARACTERS' THAT YOU CAN'T INTERACT WITH.

NO 'AMAZING ANIMATIONS' THAT YOU CAN'T CONTROL.

NO REDUNDANT ACTORS TRYING TO EARN A LIVING.

NO ADDITIVES.

So you want to

Part Two: The Team

Create a Computer Game

So you've got this brilliant idea for a game and you've got the technology to create it. The next thing you're going to need, then, is a team. But how do you go about finding the right people for the job?

THERE ARE PEOPLE who can create games. People who can take a concept from a glimmer in their own eye, or doodle on the back of an envelope, and conjure into existence the real thing. Geoff Crammond's one. He's spent the best years of his life toiling alone, bringing the world the finest racing games – the most recent of which is the wonderful *Grand Prix 2*. And how about Jeff Minter, who after churning out countless llama-inspired reworkings of classic coin-ops came up trumps with an Ecstasy-fuelled reworking of... ahem... a classic coin-op, to bring us *Tempest 2000*. And then there are double acts like Braben and Bell, who produced the original *Elite*. See how Braben came into trouble when he surrounded himself with extra flunkies for the *Frontier* games? Solo performers (called Geoff) and dynamic duos are, truth to tell, the exception. If you're going to turn out the best game since... well, let's say the sliced bread of *Grand Prix 2* and *Tempest 2000*, then you're going to need to surround yourself with hordes of grinning yes-men and mumbling long hairs. Yes, you need a team.

"Did you know that most developers who subscribe to industry mags actually cut out all the career pages before letting staff loose on them?"

Finding the bods to turn your dream game into reality isn't going to be easy. You could try advertising the positions – a look through the last 25 pages of industry magazine *Edge* should leave you with little doubt that there's plenty of demand and competition. But, did you know that most developers who subscribe to industry mags actually cut out all the career pages before letting staff loose on them? You'll need ingenuity to overcome such dastardly cunning. You could try cold-calling, like the Ku-Klux Klan did in the UK – turning up in white robes asking young men if they were up for putting on a sheet. Or how about contacting a recruitment agency? For the right price and a spot of lunch they'll chuck one of their recycled wannabes your way. Your best bet if you want to do it on the cheap is to hang around University computer centres. Boast loudly about your ISDN link and speak in hushed covert tones about Pentium Pro processors and render farms. They'll soon be beating a path to your door. So, who will you be requiring?

A black T-shirt might be better. And don't forget the beard.

The Designer

Before assuming this is the job for you – after all, you've got all the ideas haven't you? – ask yourself if you really want all that glory. The fast cars of the Bitmap Brothers' Eric Matthews. The heated swimming pools of Bullfrog's Peter Molyneux. The special hair cuts and leather trousers of Sensible's Jon Hare. Could you handle the limelight?

The Producer

On paper this should be the easiest job in the world. You're paid to shake hands with people, grin, say things like "We've got a lot of cool stuff", sit in armchairs and squint at spreadsheets. Ostensibly you're there to look important. And worried.

The Graphic Artists

An essential prerequisite for this role is a real interest in the minutiae of some popular, cult-ish art form. Ranging from the simple, such as knowing the trajectory of every bullet in the John Woo film The Killer, through to the spooky – having tracked down the original Chuckee dolls from the Child's Play movies. Long hair is not essential, but hard drugs habits and possibly tattoos will always stand you in good stead.

The Musician

Contrary to popular belief, musical skill is not required for this role. It is, however, de rigeur to have some faint, passing connection with the music business. The most common route in is roadie-dom, as in "I remember when I was on the road with [helping carry speakers into the 1985 Hammersmith Odeon gig for] Zappa. Man. Unbelievable. He was into games. He used to talk about them for hours. There was this time when... etc... Man... etc." In-game musicians live in eternal fear of being discovered. One day it will be revealed that across the entire games industry they have only ever composed the first minute and a half of just five of the cheesiest tunes imaginable. They rely on you turning off the music in the first 85 seconds! The alternate route is to draft in a famous musician to record your in-game tracks. Except, that's a lie. You license a couple of B-side remixes and splash their names all over the box. The first they know about it is a blip in the royalty payments and loads more fan mail asking whether they have an e mail address.

The Code Monkeys

Like amoeba these are the lowest form of life, and they rarely get to meet members of the opposite sex. But, also like amoeba, all life begins with them. They tend to work best just churning out twiddly bits of code, the purpose of which is unknown to them. Kept alive by pizza crusts, Jolt Cola and the promise of jam tomorrow (if they finish the project by August 1997, they get a Red Dwarf box set). These are the true craftsmen, but like all modern day artisans they find themselves totally detached from the fruits of their labour. We can but weep for them. And hope they don't get our home phone number. Or come round to our house.

● **Next month: Deciding upon a name for your game.**

"This is certainly a great game, it should be judged against the classics such as 'Doom' and Sim City".-Chris Henrikson, Canada

"...the gameplay is frustratingly addictive".- Computer Player

"Some companies thrive on meaningless games with flash and fluff. It's refreshing to run into a great game system-thanks!" -Robert Gates, USA

"...an incredible game!".- Rafael Portela Moreira, Brazil

"Stars is an excellent game!".- Strategy Plus

"...it is the most playable game I've ever played and that includes my favorites 'Doom' 'Duke Nukem' and 'Command and Conquer'".- Randy Mehling, Kansas City, USA

"Intelligent on-line tutorial...user friendly interface".- Computer Game Review

"A complex, intricate space strategy game with an easy-to-use interface and fantastic tutorial!".-PC Gamer

The game is the best game I have ever played. The highest replay value of any strategy game on the market. The AI is amazing.".- Les Hutchins, USA

"Just a flipping great game!"

NO BULLSHIT

Stars!

empire
INTERACTIVE

AVAILABLE ON CD ROM. FULLY WIN 95 COMPATIBLE.
DIGITAL INTEGRATION LTD. WATCHMOOR TRADE CENTRE,
WATCHMOOR ROAD, CAMBERLEY, SURREY, GU15 3AJ.
TEL: (01276) 684959 FAX: (01276) 21541

Digital Integration

GAMER

PC ZONE CLASSIC

PC Guide

Cables

And so Jonathan flourishes his ivory-handled letter opener for the last time. From now on you'll want to write to James Flynn, Cables, PC GAMER, 30 Monmouth Street, Bath BA1 2BW.

"Go to the smithy"

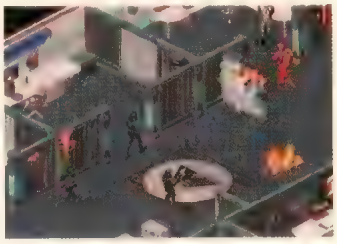
Your demo of *Diablo* on PCG 36 was absolutely amazing. This is a game that has the potential to become an all-time great. A quick tip for your demo of *Diablo:* When you complete your quest in the dungeon, go to the smithy and sell all your equipment for lots of cash. Save the game and press Escape, and then press New Game to start all over again. Except this time you'll have all the cash from the previous game, but only when you visit the smithy or the witch.

Steen Stausholm, Denmark

We're pleased that you're pleased.

"Check out the icons"

Your review in PCG 35 of *Crusader: No Regret.* I thought it looked a bit similar to *No Remorse.* Fair comment, as it actually does. But why are most of your screenshots taken from the earlier game? Don't deny it. They are! Look, the first one (top-left, page 80) is from



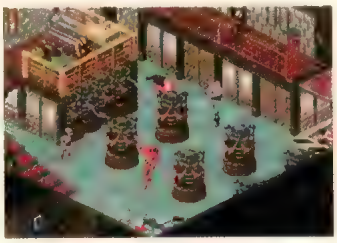
the start of the Vigilance Platform episode in *Crusader: No Remorse.* It ain't from *No Regret*, okay? Check out the icons for health and shield if you're not sure; they're nothing like the ones in the second game. The picture at the bottom-right of page 80 is from the Science Lab (*No Remorse* again) and the guard who featured in the overlapping photo on this page is a guard character who just does not appear in *No Regret.* Same sort of story for the two pics at the bottom of page 81. The big pic at the top of page 81 is from *No Regret.* Well done. One out of six. That's not too hot.

Also, how come your review doesn't mention stuff like:

- You can carry all weapons at once. (*No Remorse* had a six-gun limit.)
- The keycards are sometimes actually hidden completely from view now.
- The graphics are better. Except in your screenshots. (Sorry, cheap sarcasm.)
- There are more types of enemy robot, including the groovy morphing ones.
- You don't have to worry about collecting credits as you 'find' all the weapons.

John Tapper

Bah. It's a fair cop. We reviewed No Regret *at the last minute and, because it's a PC game, and PCs are awful, couldn't get any pictures of it. We used the ones we could get our hands on and slipped in some 'retrospective'* No Remorse *ones to fill up the rest of the space. We're sorry. It will never happen again. The other stuff, though: We laboured for many hours over* No Regret, *playing it, deliberating over its merits and then producing, we feel, the*



most accurate, detailed and entertaining review of it the world will ever see. And then you criticise it by producing a list of pedantic omissions that will probably cause most readers to fall asleep before they reach the end of it. Get thee to Loughborough.

Why are the adverts in Swap Shop always out of date?

Martin Conolly, West Yorks

We try to put them in as quickly as possible, but magazines do take time to produce – unfortunately.

Ecclesiastes 1:1 – was Solomon predicting the current stagnation of imaginative computer games in the quagmire of genre?

Martin L Hughes, Eastleigh

It's unlikely, but possible.

I am sure that the software companies would jump for joy if all the computer magazines would die and simply go away.

Peter O'Dowd, Cowley

We certainly sometimes feel that way.

Ask about putting stuff on the task bar before doing it.

Felix Shardlow, Chichester

Can we put stuff on the task bar?

MICROSOFT SIDEWINDER PRO WINNER!

"And I know you"

First, I think your magazine is great. It has just the right mixture of games and 'serious' articles to be interesting without being boring. I do have one major niggle, though. It is more annoying than anything else, and most magazines do it. I'm referring to the word 'exclusive'. To me it just smacks of bragging.

If it is an exclusive, there's no need to shout about it. It might sell more magazines, but there is a point when it becomes tedious. Very often I look in another mag and, lo and behold, there is the same review or demo and the word 'exclusive' slapped across it.

I also think (and I know you and a lot of other people will disagree with me on this) that percentage scores are not necessary. If the journalist reviewing the game is good enough (and I know you lot are) and can express their opinions about the various aspects of a game in a clear way, then surely there is no need for percentages.

Lastly, in your article PC Emergency, you stated that MemMaker is not included with Windows 95. It is. If you explore the CD, go to 'Other' and then 'oldmsdos', MemMaker, along with various other DOS 6.x utilities, is in that directory.

Sam Skinner, Trottiscliffe

The overuse of 'exclusive' is certainly desperately tedious, particularly when it's an outright lie. PC GAMER is hopefully more restrained than most, although when we are genuinely the first to pick up a particularly exciting review or demo we sometimes think it appropriate to draw it to the attention of as many shelf-perusers as possible. Regarding MemMaker, I refer to Steve, who points out that MemMaker will only be present on PCs that were upgraded to Windows 95, and it in fact isn't included with Windows 95 itself.

"Save your computer's life"

I was recently reading PCG issue 36 and noticed the "Change the shell!" letter by Keith Sutton, where he said that you can change the Win95 shell from Explorer to Program Manager. Being a Windows 3.11 fan I promptly tried this and, lo and behold, when I restarted Windows it told me "Cannot find shell=program.exe. Please reinstall Windows." If you've had the misfortune to have this happen to you, here are instructions to save your computer's life.

First, DO NOT reinstall Windows (especially if you have the OEM version). Reboot your system and, when you see "Starting Windows 95..." come up on the screen, quickly hit the F5 key. A command prompt should come up. When you get it, type:
CD C:\WINDOWS (return)
EDIR SYSTEM.INI (return)

You should now see a file up on the screen. Does it look familiar? Yes! It's the one you edited with Notepad. Find the line that says "shell=program.exe" and change it back to "shell=explorer.exe". Save this configuration, then reboot your system and things will be back to normal. Phew.

Harry Dockerty, Tonbridge

Consultation with Steve Owen, who knows about these things, reveals that you'll only have Program Manager on your hard drive if you upgraded from Windows 3.1. If you bought a brand new machine with Windows 95 on it already, there'll be no such thing. Apparently.

"I say don't"

Many thanks for the collection of *Duke Nukem* levels included on the last three months' PCG cover CDs.

I recently had the misfortune to buy the 'Nuke It' collection of levels, only to find that many of them were Deathmatch, some of which had already been included on your coverdisks and most of the remainder were not as good as the ones that you'd given away free. So to *Duke Nukem* players everywhere, I say don't buy Nuke It when you can buy four issues of PC GAMER for the same price and get far better levels.

Clive Skidmore, Stourbridge

We continue to encourage PC GAMER's readers to send in any Duke *levels they may have created.*

"I hope in the future"

I've noticed that you do not give your CD users as much benefit as the floppy users. Since the CD users have to pay £1 more for the magazine, it should only be fair that the CD users should have the same games that are on the floppy disks on the CD, to save them buying both versions for the different games. I hope in the future that you will put the floppy games on the CD as well.

Illegible Signature, Worcester

Gagh. Readers of PC GAMER's CD edition pay 25% more for their copy, and yet they get, I calculate, 20,000% more games-related goodies packed onto their disc. And you, you heartless brute, begrudge our beleaguered floppy readers a couple of special games a month. Besides, we do try to include the floppies' contents on the CD the following month.

"Consistently better"

Thank you for continuing to produce a top quality magazine which is consistently better than any of its rivals. However, I think The Hot Spot should be axed. It has become completely irrelevant and pointless. PCG 36's Elvis

interview typified this. And could Cables remain, from now on, completely Loughborough-, anagram- and generally non-PC-game-relevant-material-free, please?

Christopher Alexander, Droitwich Spa

It has been. We hope you will approve of its replacement: the entirely relevant and keenly pointed Sort It Out.

"Nobody ever reads"

What's all this anti-Loughborough business? I'm not from Loughborough, I'm from Hguorobhgoul, a small island on the outskirts of Denmark, but the only reason I read PC GAMER is for Cables, and I think the Loughborough letters are good. Therefore, I demand that you reinstate letters from Loughborough or I shall hog every PCG in WH Smiths, meaning nobody ever reads your magazine, and your petty business will disappear like a disappearing balloon.

Iron Lion, Hguorobhgoul

The Loughborough embargo remains by common consent, but Cables welcomes contributions from Hguorobhgoul and any other outlying Danish territories.

"Not a secret mystery"

In response to Adam Langley's letter of the month in issue 36, I would like to make a point. That strange room which he found beneath the floor in the episode selection room is not a secret mystery. When you get all four runes in *Quake* this opens and allows you entry to the portal which leads to ShubNiggurath's Pit. This is simply closed during the rest of the game. By putting on 'noclip', you pass through the door in the floor and skip the four episodes.

Also, during Deathmatch play, if you go through the Nightmare portal (above the room which leads to episode four) you will teleport to this secret room and be rewarded with lots of good stuff (Quad Damage, etc.). Jumping down the portal will take you to Deathmatch in Shub-Niggurath's Pit (really good fun).

The mystery is solved! Although it was quite well found by Adam, it is really nothing that special.

John Dawson, York

I am grateful for this clarification.

"Cthulu (Chthon?)"

Is it just me, or have others noticed the minute similarities between *Quake* and the works of one HP Lovecraft? Inhabitants of his world include spawns, dimensional shamblers, the god Chthulu (Chthon?) and a goddess by the name of Shub-Niggurath. Hmm. Also, the man-makes-slipgates, bad-things-come-through-slipgates and one-man-fights-them-alone plot is far from original, having been used before in *Doom* itself.

Alex Proudfoot, Oxford

Those rascals, eh?

"Opening of the magic"

Did anyone else notice that the sound effects in Neverwhere were ripped off from *Magic Carpet?* Not only did they use the 'speed-up' sound for the opening of the magic door, but the sewer beast thing sounded mysteriously like the wyvern.

Jamie Vick, Richmond

We missed Neverwhere, as we were too busy trying to take pictures of Crusader: No Regret, *but you may very well be right.* PCG

Our Letter Of The Month earns its writer our favourite game controller: a Microsoft Sidewinder Pro joystick worth £60. Every other letter that's printed in full wins a handy PC GAMER pen.

The New Breed of Sport:
Part extreme skating.
Part ice hockey.
Part manslaughter.

HYPERBLADE

THE BRUTAL VELOCITY OF ICE HOCKEY. THE LETHAL CONSEQUENCES OF MANSLAUGHTER. HYPERBLADE ISN'T JUST A MULTI-PLAYER SPORTS GAME, IT'S A GAME OF SURVIVAL. BECAUSE IF THE SPEED DOESN'T KILL YOU, YOUR OPPONENT WILL.

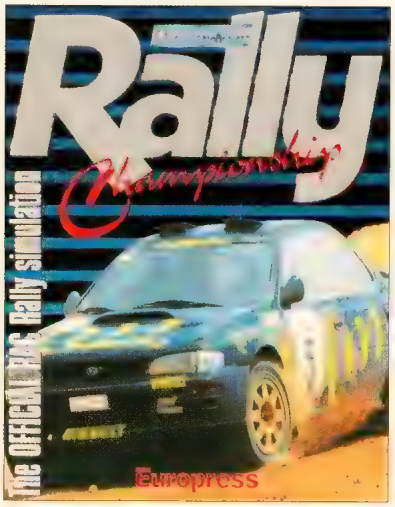
HTTP://WWW.ACTIVISION.COM

PC CD ROM

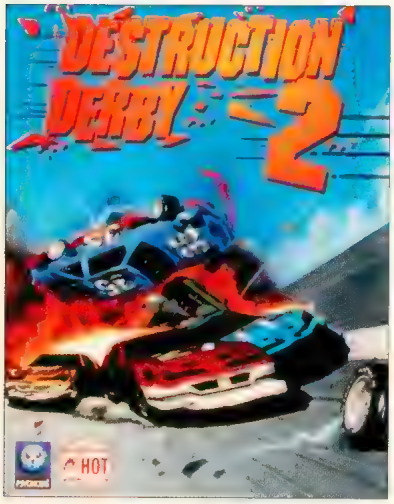
ACTIVISION

©1998 Activision, Inc. Wizbang! is a registered trademark of Wizbang! Software Productions, Inc. PlayStation Logos are the trademarks of Sony Computer Entertainment, Inc.

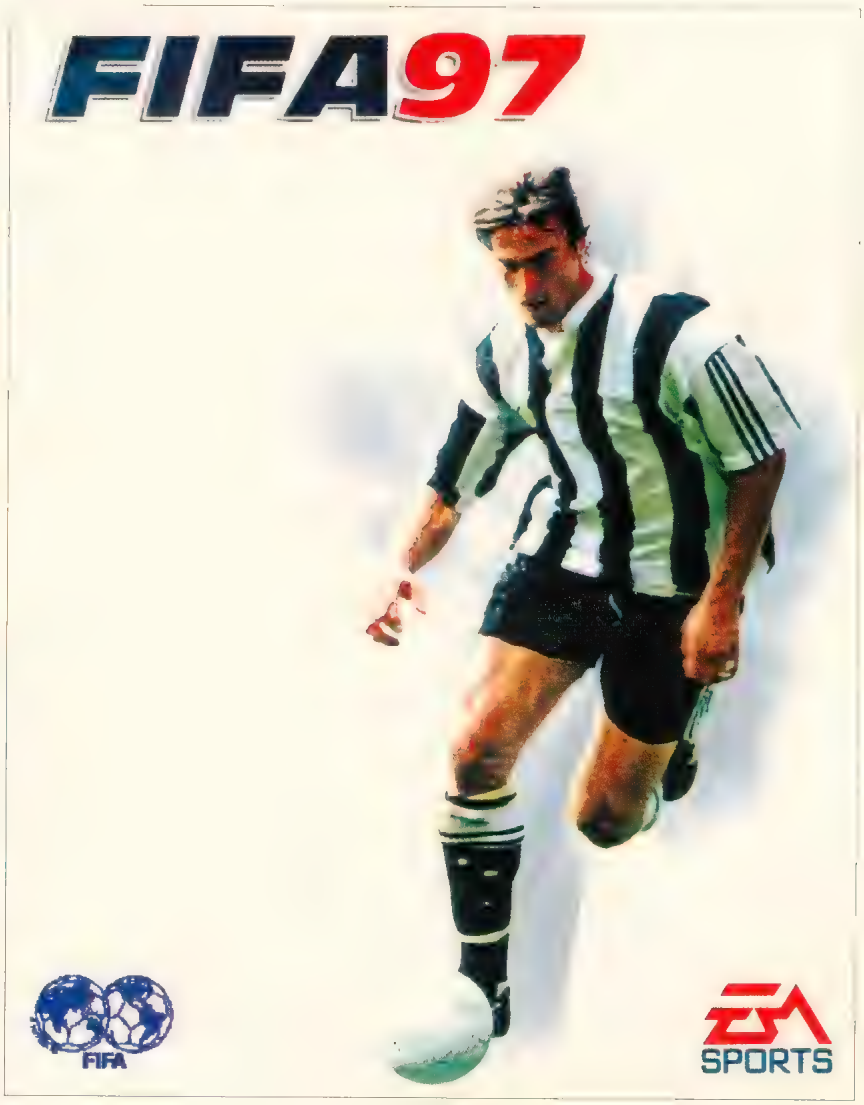
Face the ultimate challenge.
Enter Woolworths.



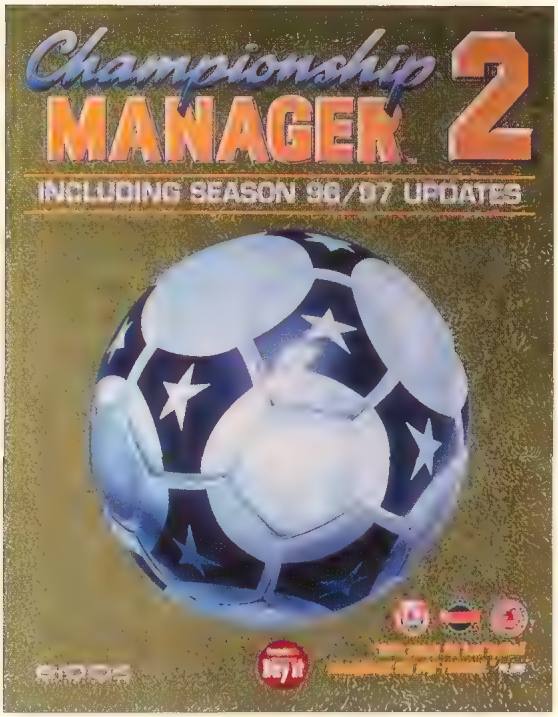
£29.99



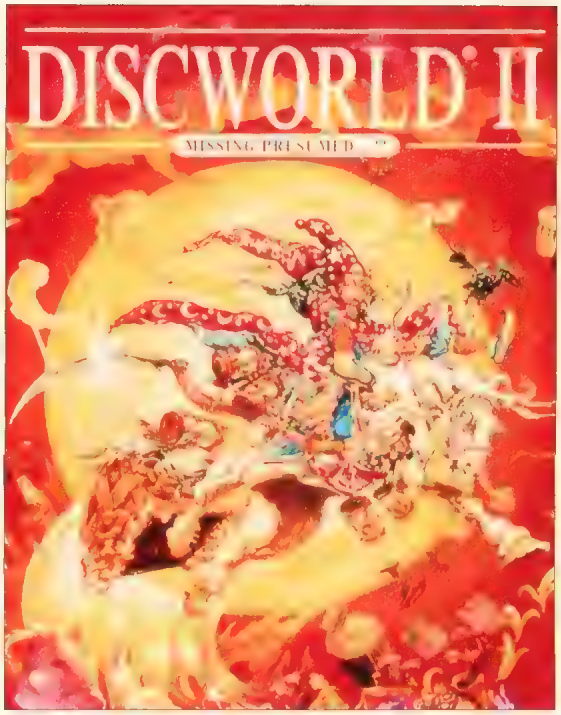
£29.99



£29.99

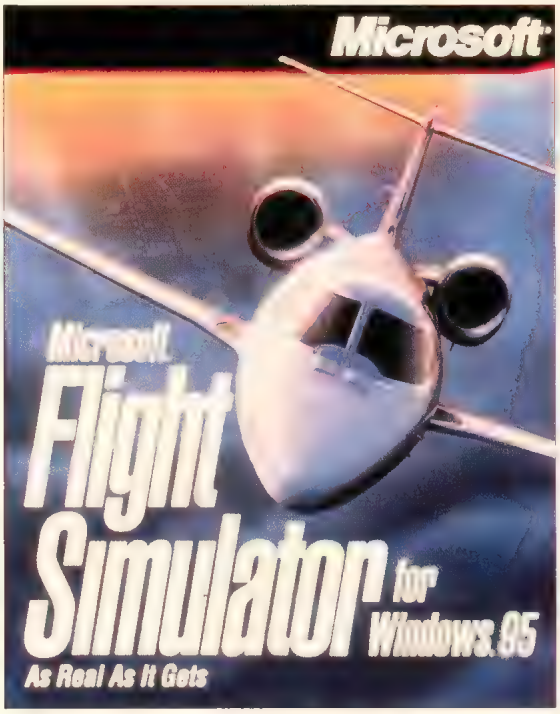


£24.99



£29.99

£29.99



£39.99

WOOLWORTHS

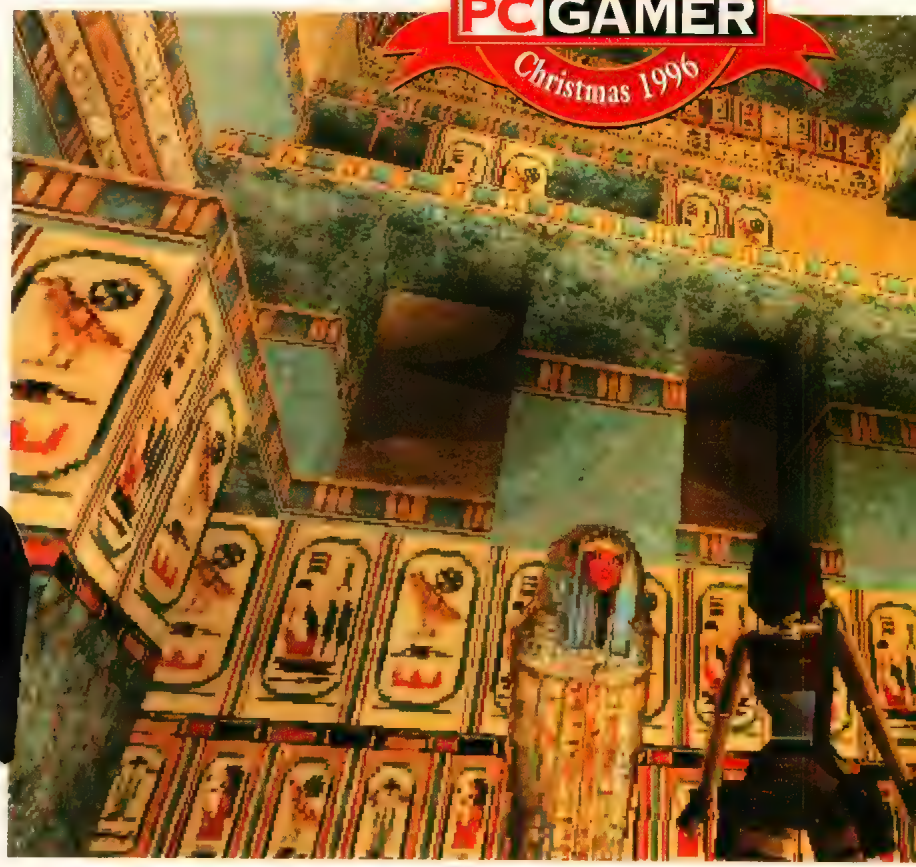
time Access VISA Switch

All items subject to availability

Tomb Raider

GAME OF THE MONTH
PC GAMER
Christmas 1996

Publisher	Eidos
Developer	Core Design
Format	CD-ROM
Price	£45
Minimum System	Pentium, 8Mb RAM
Recommended	Pentium 166, 16Mb RAM for SVGA mode
Sound Support	All major cards
Release Date	Out now

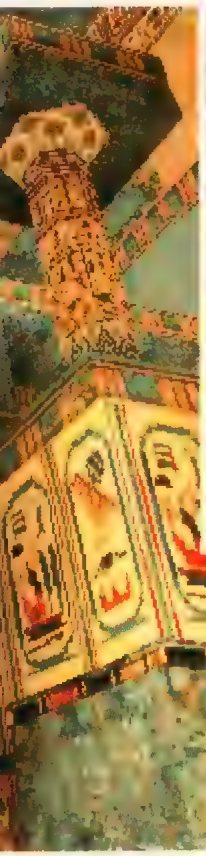


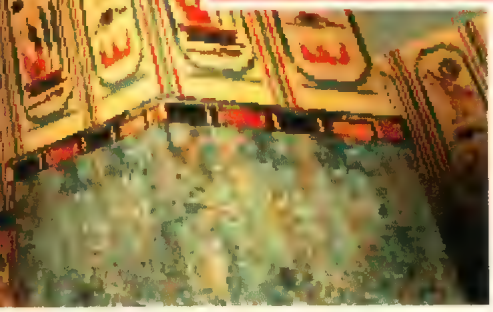
Stunn

Perhaps they just put the wrong logo on. Or they stole it from someone else. No, this is definitely Core Design's game.

IT'S NOT OFTEN THAT WE'RE shocked. Think back to the great games we've seen over the last few months: *Red Alert* – knew that would be excellent; *Syndicate Wars* – bound to be in the nineties; *Quake* – how could it be awful? But every time that I start playing *Tomb Raider* and move a little further into the enormous levels, I have to keep reminding myself that this isn't from Id, Westwood or Bullfrog. *Tomb Raider* is from a development team working from within Core's headquarters in Derby, and it's one of the most shockingly good games of the year.

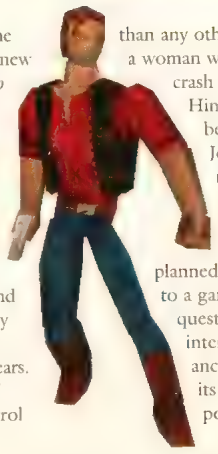
Of course, we've been looking at the screenshots for months, and Core have showed off various demos throughout the autumn. But what we weren't able to ascertain until now was





ing

Not a clever conjurer's trick involving hidden wires, but an example of Lara going for a dip.



just how large and how intelligent the game would be. You can instantly dismiss it as a new *Fade To Black* or the PC's answer to *Mario 64*, but play it past the first two levels (which are just a little too easy, and, as such, a tad tedious), and you're drawn into an astounding world populated not just by some of the most impressive 3D graphics the PC has seen, but some of the most compelling puzzles and traps *any* computer has seen. And in that sense it is one of the most revolutionary and individual games you can buy, and certainly one game that I have wanted to complete more than any I can remember in many years.

Lara Croft, the shapely collection of polygons over which you have more control than any other woman, is, so the story goes, a woman with spirit. Having endured a crash course in human survival in the Himalayas, she's certainly built to become a more feminine Indiana Jones. British aristocracy can never live up to the freedom and excitement of discovering the lands of ancient civilisations, so, almost as if her lifestyle was planned in order to create the premise to a game, Lara sets off on a new quest. It's one that isn't overly interesting, though – get some ancient artefact that bestows upon its holder some supernatural powers. And in classic Hollywood tradition, Lara's job is made no easier by the tug o' war presence of a trigger-happy French co-explorer, the equivalent of Ronald Lacey's Toht in Raiders Of The Lost Ark.

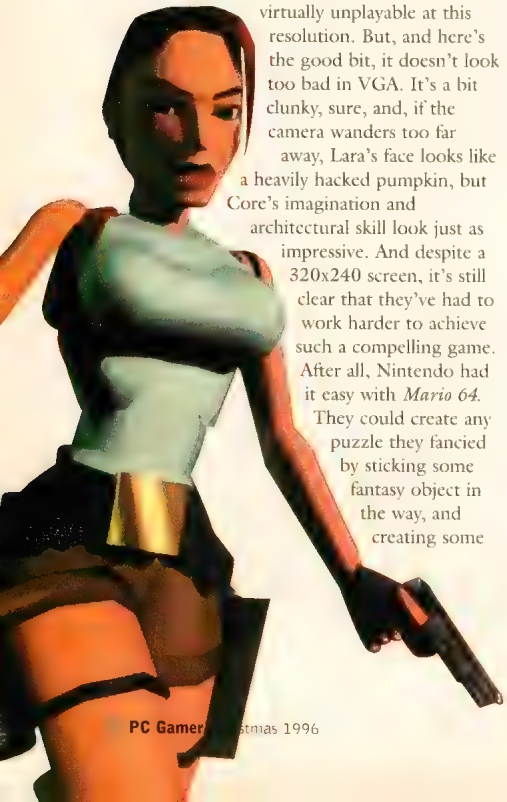
So it's not the plot that sends you into spasms of thrill-seeking enjoyment. While I might claim that it isn't the visuals that make it either, there's no denying that the stunning movement and hypnotic animation go some way to making this game that little bit more impressive and downright fun. I've been boring our office and neighbouring magazines by calling everyone over to show them some new stunt I've learnt how to do, such as leaping over broken wood slat bridges and catching a rope on the other side. Or I've ruined their chance of enjoying the game as

Core call this creature [illegible] man, but he's definitely back.

High vantage points are ideal sniper points for unsuspecting animals that don't have guns.

much as I have by showing them when the most enormous dinosaur, a T-Rex straight from Jurassic Park, appears out of the gloom and charges towards you.

I've got a confession to make. See these lovely SVGA screenshots? Well – and don't have a go at me about this, because I wanted the review to look nice – on my P100 it was virtually unplayable at this resolution. But, and here's the good bit, it doesn't look too bad in VGA. It's a bit clunky, sure, and, if the camera wanders too far away, Lara's face looks like a heavily hacked pumpkin, but Core's imagination and architectural skill look just as impressive. And despite a 320x240 screen, it's still clear that they've had to work harder to achieve such a compelling game. After all, Nintendo had it easy with *Mario 64*. They could create any puzzle they fancied by sticking some fantasy object in the way, and creating some obscure out-of-this-world solution somewhere else. *Tomb Raider* has feasibility. No matter how preposterous the Indy-Jones-style rolling-rock/swinging-circular-saw set-ups might be, they are at least possible and plausible. The platform nature of the game is disguised by, on the whole, rock formations, or man-made buildings, window sills, steps or fallen masonry, so that there are only certain places where you can go within the 3D world, but you accept it all as gospel. You know you shouldn't be able to go down a passage you can just see, because you can't reach the ledge and there's clearly no way of getting yourself up to that height from where you are. It encourages exploration, constant searches to find a ledge that you *can* reach, so that you may well be able to get to the original passage from there. I'm oversimplifying some of the puzzles and traps, but hopefully you get the idea.



"You'll soon be proficient at forcing Lara to give into your every whim."

Tomb Raider's puzzles have been ingeniously constructed – never too frustrating, only occasionally too simple, and never requiring more legwork than strictly necessary. For instance, at the start of the seventh section, called Palace Midas, the first main room (which, like many of the locations within *Tomb Raider*, is absolutely vast) houses five switches which, using particular combinations, open doors to four other locations. To get to these switches you need to climb and jump your way between several pillars. After you've achieved these gymnastics a sixth switch opens a spiral staircase up to this area, saving you any leaping effort from then on. I've seen far too many puzzle games that have copped out, making themselves harder by repeatedly forcing such a routine.

What doesn't work quite as well are the animals that inhabit these levels. Lara begins her exploring day with a double holster packed with unlimited ammo pistols. She uses these to dispatch every carbon-based life form that fails to get out of the way in time, but since they're all pretty annoyed at being left indoors when the ancient ones went on holiday (never to return), they're all gunning for her soft white throat. Fair enough then. It's just nature. Survival of the fittest. And Lara, who later enjoys the pleasures of limited ammo shotguns,

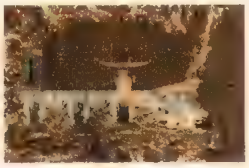
Ow, I felt that

As lovely as Lara clearly is, there's nothing more tempting than bumping her off in the most original way possible. Here're the top five homicides.

1. Swallow dive onto bloodied spikes.
2. Swallow dive from the top diving board, but miss the pool completely.
3. Recreate that opening scene from Goldeneye by... swallow diving from an aqueduct, but forgetting the bungee rope.
4. On the same aqueduct, spin Lara around until she gets dizzy and topples over the edge.
5. Get thumped to the ground by Thor's giant hammer.

Squeitch – top sound effect.

Crumple – top mangled animation.



Vertigo – top Hitchcock film.

(Top-right) Keep an eye out for clues over your head.
(Right) Blam! Blam! John Woo's influence on screen.
(Below) A cunning trap catches poor Lara out.

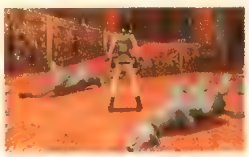
uzis and magnums (the guns, not the terribly advertised ice creams), is certainly one of the fittest. Avoiding these animals is, on the whole, a bit of doddle. Just hold down the back arrow while blasting bullet-sized holes in the furry suckers. It tends to keep them pretty quiet. Strangely, though, all but the bats (which are

"As atmospheric and in-your-face as some Quake *clone."*

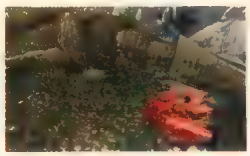
just annoying) need several gun shots to keep them quiet. I'm sure wolves are quite hard in canine circles, but eight shots from point blank range? It's fair enough that the T-Rex takes a large arsenal, and thus requires a slightly different strategy, but even the tougher animals, such as the moody bear, normally hang around convenient ledges (that they can't reach), just ☛

Get stuffed

The remnants of Lara's bloodfest is a taxidermist's dream. Get a load of these ex-beasts.



Early levels present no more of a challenge than a slavering wolf.



The Rex makes Quake's Chthon look like a pussy cat.

"A filthy rat, Fawlty, eating the nuts if you please."

Grizzly bears annoy you, so pick them off from a vantage point.

Alligators prove rather annoying when you go for a little swim.

I'm not sure what you'd call this thing, but it's damn scary.

What have you got to say for yourselves?

We demanded that Core tell us why *Tomb Raider* is so good. Toby Guard, the original concept designer, animator and level designer for the game, modestly told us what he could.

PC Gamer: Toby, can you spot the odd one out: *Blam Machine Head, Firestorm Thunderhawk, Shellshock, Tomb Raider.*

Toby Guard: *[Long pause; long think] Um, I'd have to say that the others are shoot-'em-ups.*

PCG: Very diplomatic. Why, when all these other games have got in the 60s and 70s, is *Tomb Raider* so good?

TG: *It's hard for me to compare our game with others at Core. We just really enjoyed what we were doing. Everyone wants to create a really good game...*

PCG: ...It's just that you were more successful than the other developers.

TG: *Yes, well, I suppose so.*

PCG: From conception to completion, how long has *Tomb Raider* taken to develop?

TG: *I first came up with the concept about two years ago. I wanted to design a game with a female character jumping about and basically blasting the hell out of everything.*

PCG: How long do you reckon it would take to play through *Tomb Raider* from beginning to end?

TG: *It took one of our testers four days of solid playing to get through it first time. For normal players, I guess it would take a few weeks.*

PCG: Why did you make the game so large? Don't you think you could have created a game half the size and still received as much praise.

TG: *We weren't thinking of it like that. We had a story and we knew we had to make the levels. When they were built they became so huge that we split some of them in half.*

PCG: With *Tomb Raider* coming out only a month or two late, do you think, in the days of continual slippage, there's a lesson here for other developers to learn?

TG: *No. I like slipping. It lets you put those little tweaks in.* Tomb Raider *was on time because we were developing on the three platforms. The Sega Saturn version had to be out on a definite deadline, and we worked very hard to make that. Naturally the other versions appeared right afterwards.*

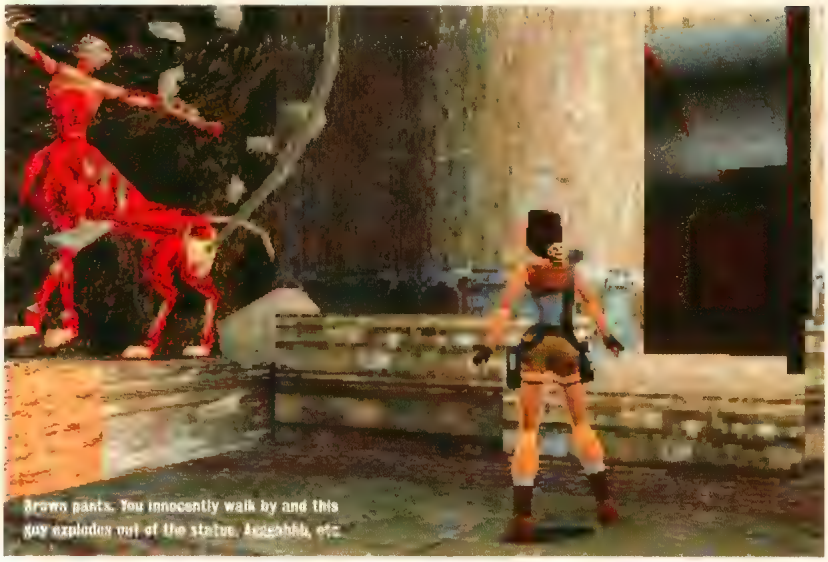
PCG: So we're probably likely to see a sequel before too long, then. Perhaps you're thinking of selling the film rights?

TG: *I've heard rumours about the film rights, but I doubt it would make a great film. Core are planning a sequel at the moment. I imagine there'd be something appearing in September or October next year.*

PCG: More of the same, or have you planned some changes?

TG: *It will have the same character, but new environments including outside. There will be different weapons, different baddies and a slightly different skew on the gameplay.*

PCG: Toby, thank you very much.



asking to be safely picked off. It sucks of gaming appeal – give *Tomb Raider* some guns and targets and it sells better.

But that's just a minor niggle, and at times the combat works well. What really works, though, is the feeling of control you have. Splaying your fingers across 11 control keys takes some getting used to (about as long as the first level takes to complete), but after an

"You wouldn't feel short-changed if Core had provided half of the levels."

hour you're perfectly proficient at forcing Lara to give into your every whim. She'll be spinning, leaping, rolling and running effortlessly, while the camera tries desperately to catch up. The free-floating camera works 90% successfully, intelligently avoiding anything that might hide Ms Croft from view, but occasionally making it difficult to predict exactly which direction she's facing. Until you get used to it, you'll find that Lara over-steers through the corners, painfully smacking her gob into rocky outcrops. Swimming is possibly the finest action in any game, though. Dive into a waiting pool and you'll find yourself crawling inside the watery container for several minutes, marvelling at her text-book perfect 'action' and marvellously large lungs. Impressively, she seems capable of performing exhausting swimming moves for nearly two minutes before popping up for air.

With *Tomb Raider*, Core have successfully created a game as large and compelling as any graphic adventure, and as atmospheric and in-your-face as some *Quake* clone. You've also got more playing time here than you could ever hope for. It was only after 20 hours and with half of the adventure completed that I gave up timing. I'd predict at least 50 solid hours, and that's with saving *very* frequently. You wouldn't feel short-changed if Core had provided half of the levels. This length of play isn't because you are stumped by one puzzle for hours, but because so much has been packed into the game. Unless you must have fast, instant action and violent gratification, you'll find *Tomb Raider* refreshing and extremely compelling entertainment over the Christmas break. And Lara, embarrassingly, is a bit of a sauce pot. STEVE OWEN

PC GAMER – THE VERDICT

Original, exciting, sweaty, sassy, and good old-fashioned value for money. An Xmas must-have.

93%

EXPLOSIVE!

GAME OF THE MONTH
90%
PC GAMER
November

PC ZONE
RECOMMENDED

92%
CD ROM GAMES

90%
PC HOME

MECHWARRIOR 2
MERCENARIES

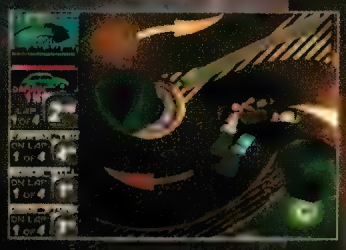
THE ALL-NEW SEQUEL TO MECHWARRIOR 2

MS-DOS AND WINDOWS 95 CD-ROM

FOR MORE INFORMATION
RING 0181 742 9400
OR VISIT HTTP://WWW.ACTIVISION.COM

ACTIVISION

Activision is a registered trademark of Activision, Inc. © 1996 Activision, Inc. MechWarrior, BattleTech, BattleMech and 'Mech are registered trademarks and Mechwarrior 2: Mercenaries is a trademark of FASA CORPORATION. © 1996 FASA CORPORATION. All rights reserved. All other trademarks and trade names are the properties of their respective holders.



nothing is too dirty,
nothing is too dirty,
nothing is too dirty.

no method too cruel when
you are dealing with the death defying

combat racing in Death Rally.

Features 18 radical tracks, 6 cars each with
their own unique weapons, upgradeable
engines and

much more.

http://www.gtinteractive.com

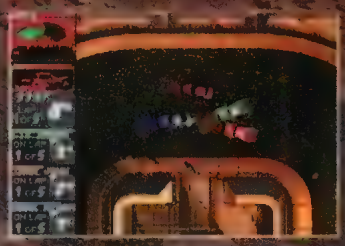
Death Rally™ & © 1996 Apogee Software, Ltd.
All Rights Reserved. Developed by Remedy Entertainment and Apogee Software, Ltd.
Published and distributed by GT Interactive Software Corp. Remedy is a registered trademark of International Business Machines Corporation.
GT™ and the GT logo are trademarks of GT Interactive Software Corp. All other trademarks are the property of their respective companies.

DEATH RALLY

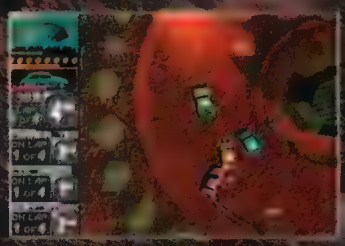
drive by shooting...
drive by shooting...
drive by shooting...

Battle it out with Duke Nukem in the ultimate Death Rally!

Wildly addictive top down racing action where you'll need to be as skillful with your trigger finger as you are with the throttle.



Make your way up through the rankings using your prize money to buy enough weapons, horsepower, and customised add-ons to take you into the final confrontation against the "Adversary".



Race Against Duke Nukem!

APOGEE

REMEDY

GT Interactive Software

Power F1

Publisher	Eidos
Developer	Teque
Format	CD-ROM
Price	£40
Minimum System	486, 8Mb RAM
Recommended	P90
Sound Support	SoundBlaster, compatibles, Gravis
Release Date	December

As a rule, driving the wrong way up the track is not conducive to winning. It's conducive to little more than death, in fact. And that is not good.

Rapid

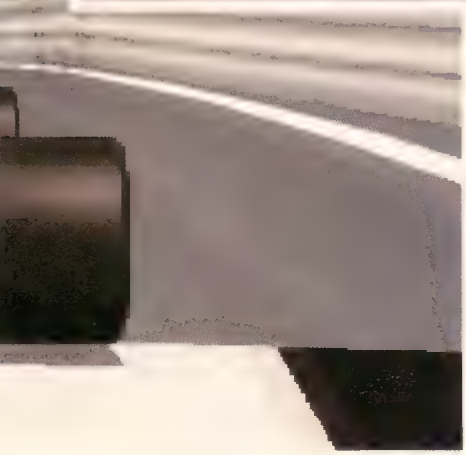
Is Formula 1 racing really as easy as driving your Polo into town of a morning? Er, no, despite the impression that *Power F1* gives...

BAD TIMING? POSSIBLY. AFTER all, the Grand Prix series is now but a summer-time memory; a pastiche of sackings and "I told you so's", clipped edging tyres and a particularly nasty explosion. But, still, driving fast cars never goes out of fashion, and with this in mind I set about driving the fastest around some of the most demanding courses in the world. And my vehicle? Why, *Power F1*, naturally (otherwise it would be pretty difficult to review it, eh?).

Speed. That's what racing games are all about, and that, ultimately, is what they are judged upon. Not exclusively mind, but it's a starting point from which it's pretty important to, er, start. And it's here that *Power F1* does not disappoint. There's no denying that those of us who are not blessed with wallets the size of rich men's found MicroProse's acclaimed *GP2* a little, well, slow on our less than Ferrari-esque PCs. It's good to see that *Power F1* has not fallen into the trap of giving the PC squillions of race dynamics to work out at the expense of graphical whizziness. If you're well endowed on the hardware front, then the high resolution option is welcome, but, for lower-spec Pentiums, this is a race game that cannot be accused of acting as would a sloth getting from A to B when in the lowly VGA res. The all important sense of speed is enough to make you peer very hard at the screen, trying to look out for those dastardly hard-rights and gravel traps, rather than expecting to be able to react fast enough and cope with them when you hit them. Not that you'll have a great deal of time for the peering bit, for those corners approach oh so quickly.

So it's fast then. Well, yes, fast enough. The minimum spec is listed as being a 486, but, hey, how many other racing games have said that and then you've had to reduce all the textures to nil before the game's actually playable on a machine boasting 1993

Smoke from the wheels is a familiar sight on the grid.



Split personality

The split-screen mode makes a two-player game possible on one screen, and the level of detail is still pretty good.

As standard, you each 'sit' behind the car, admiring the view, including the pretty adverts on the sides of other cars.

But if you're completely crazy, one of you can try to drive without being able to see where you're going. Hmm.

technology? Exactly. And then there's the two-player split-screen mode, which unless you've got a mightily meaty machine, is going to chug a bit, but, it has to be said, I'm getting somewhat ahead of myself here. For the proper introductions are yet to be made.

Power F1, as you may well have realised by now, is a new Formula 1 racing game that's

> *"Geared to make the virgin racer's life pretty easy for him."*

sped around the corner and into the rear-mirror of *GP2*. Adopting a more arcade-like approach, *Power F1* is easier to drive, less reliant on the precise setting up of the car (although if you know anything about tyre pressure and break ratios they're still there to fiddle with), and more about seat-of-your pants, V8-powered action. With the 'official' tracks to whiz around, together with the recent season's drivers and teams to pretend to be, it's a pretty faithful representation of what you would think racing F1 cars would be like if you didn't actually know how bloody hard it is.

Which is to say, if you were dreaming that you were Martin Brundle, the cars in your dream would handle pretty much like they do here; you're not about to speed off the track and into the barriers on your first corner, even if you're doing 120mph in 3rd.

All this makes *Power F1* instantly accessible, and indeed, instantly playable. Everything is, er, geared from the start to make the virgin racer's life pretty easy for him. There's automatic transmission by default, the game is set to easy by default, the car breaks automatically by default, and unless you drive like my mum, you're going to be winning your first or second race, by default.

And this can do one of two things. Either you think: "Well, this is a bit bloody easy. Now, where did I put my copy of *GP2*?" Or you're going to say to yourself: "Wahey! At last, a racing game that I can actually play without practising for the best part of my life, but it must get harder than this – I'll have a play around with the options and see if it gets any tougher." If you fall into category A here (or, at least if you think *GP2* isn't really all that hard and that gear ratios are what makes an F1 game), then you're probably not among the target audience for *Power F1*. If, on the other hand, you wish that racing around Monaco could be as easy as taking your Nova to Sainsbury's, then please read on.

Of course, fiddle with the many screens of options and life in the fast lane can get significantly tougher; cut the automatic breaking for a start – this makes any racing sim too easy for words. Jump up the difficulty level to Very Hard, turn on the car damage, give God a chance to play merry hell with the weather (as it were), and be brave and switch to manual gear shifting and you're going to be playing a whole different game altogether crikey, you may even start to lose once in a while. *Power F1* is a game that leads you in gently. You could imagine that you're back in your driving instructor's car again, with those extra pedals on the

Clip another car and your front axle behaves as it should, though it doesn't really affect car handling.

I can see clearly now

The number of views available as you race is quite staggering, though not entirely conducive to actually staying on the track for very long.

A close-to-the-ground view gives limited visibility, but it's accurate.

The view from just behind the car increases the visible amount of track.

Not the wisest of views, though it's good for seeing who's behind you.

Whereas this is just plain stupid, unless you like admiring your helmet. Hmm.

passenger side which enable him to take over whenever need arose. But there's the potential to make it into a demanding simulation, where the lightest of nudges against a rival's back wheel is enough to spell certain high-impact-with-respect-to-wall action.

And, of course, if you get bored of beating your PC all this time, you can always team up with another thin person so you can sit around your PC both at once and have a shot at the head-to-head mode. Now, split screens are something that it's difficult to like – the cramped view is rarely enough to make sense of what's approaching, and therefore, detrimental to having a spot of fun. This usually cramped feel is not so evident when pitching your driving skills against those of a fellow when playing *Power F1*; the view gives your car enough room to 'breathe' on the track, and although long-range visibility is cut down to an extent, it's not enough to severely hamper you, especially in hi-res, should your PC have the guts to handle so much on-screen action.

The two-player option is also fun – because you can quite clearly see just where your opponent is in the split-screen, you know when to really pull out all the stops (i.e. when you can see him either right behind you, or directly in front). And if you don't like the immediacy, and indeed the bodily intimacy of the split screen, you can always opt to link up a couple of PCs with a null-modem cable and sit in different rooms so that you can't see your opponent's screen. Actually, if you're running the game under Windows 95 (which, in fact, wouldn't work for some reason on the PC primarily used for testing *Power F1*), then the latter two-player method is recommended by the publisher, presumably because of the greater demands placed upon the processor.

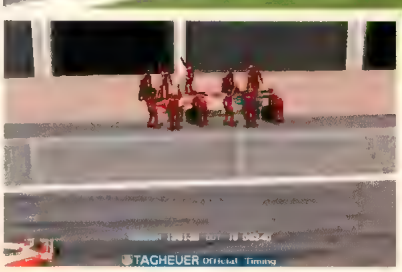
"I stress that it is a game rather than a true 'racing simulation'."

So, it's fast, it's easy to pick up and play (but there's longevity in it too) and it's great fun with two players. What else is there that you should know? Well, I didn't feel as if the communication between the driver and road is quite up to what it should be. Now, you may be thinking that's the kind of tosh they come out with on Top Gear, but it's an important factor when playing a racing game. The dips and bumps in the road, and the tension that ought to be there when steering hard, have no effect, it would seem, on the handling of the car. A bump ought to make the back end skit away slightly if you accelerate too hard away from it (especially if there's any turn involved), and over-steer or corner drift are undetectable. Perhaps this is no bad thing – this is an arcade-style F1 challenge after all, and perhaps such things are better left to the likes of *GP2*, but I for one felt that this lack of tangibility in the effect of the road surface on the car's handling only made it feel as if you're floating an inch or two above the tarmac. And that's not what I want of a racer.

Power F1 is an accomplished game, though I stress that it is a game rather than a true 'racing simulation'. If you're a racing nut, then you're likely to be frustrated by the limited number of car features that you can tweak in order to boost performance. What's more, even those car features that you can alter seem to have little effect on the way that the car drives, so there's a propensity to leave them alone and get on with having fun. And it's fun that *Power F1* is all about, especially in the two-player mode, where you're presented with more of a challenge.

Finally, should you buy it if you've already got (and enjoy) *GP2*? That very much depends on whether you're after a lightweight (in comparison) game to have a thrash around when you can't be bothered getting all serious. If this is the case, then yes, buy it as an alternative. If, on the other hand, you want the heavyweight features and demanding driving style of *GP2*, then *Power F1* is probably best left on the shelf.

PAUL PETTENGALE



PC GAMER – THE VERDICT

A good arcade-style racing game. It's a fast, thrilling effort, though not quite as tough as it might be.

78%

MMmmm! Delicious!

Sally Smith

Once you've started Shattered Steel it's so difficult to stop – in the interest of your stomach we recommend a meal you can eat with one hand.

So while you feed your head – as a freelance mercenary in a mechanical war against creatures bent on the destruction of human kind – you can feed your stomach and enjoy Interplay's tasty Domino's Pizza offer!

HANDY TIP

As a tasty alternative to eating your brains, why not enjoy a FREE Coke and a FREE garlic pizza bread* when you play our FREE Shattered Steel demo! For your demo and Domino's Pizza voucher call FREE

0500 404840

**Offer applies only when you order a Domino's Pizza.*

Shattered Steel Meal

Serves up to 16 players

- Place Shattered Steel CD into disk drive.
- Play the ultimate mechanical action game.
- Fight and think your way through 50 missions set in 2 worlds.
- Face over 25 highly intelligent robot enemies.
- Explore ever changing highly detailed landscapes constructed using Voxel graphics.
- Network play with up to 16 players.
- Listen to the thumping industrial sound track.
- Play 'till it hurts! (or longer if preferred). Then remove your brains and serve on a bed of pasta, sprinkle with Parmesan cheese and garnish with parsley.

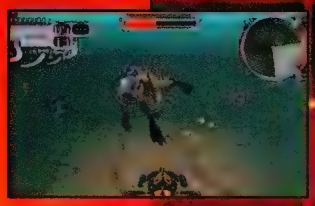
Interplay™

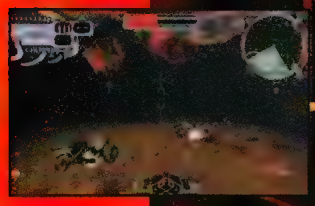
SHATTERED STEEL

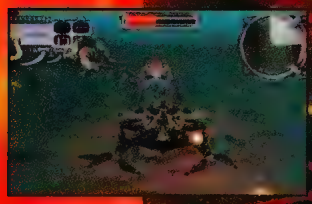
FEED YOUR HEAD

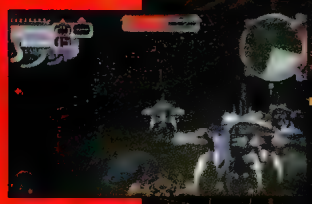
Copyright 1996 Interplay Productions. All rights reserved.

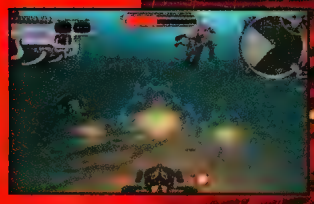
A+M+O+K™











THE 47 YEAR WAR IS OVER.

FOR THE BUREAU IT ENDED TOO SOON. HAVING PROFITED HEAVILY FROM THE HOSTILITIES THAT HAVE NOW ENDED THE BUREAU IS DESPERATE TO PROVOKE A NEW CONFLICT. TO DO SO THEY HAVE HIRED YOU TO PILOT A MODIFIED BATTLE WALKER/SUB CALLED THE SLAMBIRD. AMOK WILL HAVE YOU IMMERSED IN A 3D NIGHTMARE IN WHICH YOU MUST DEMOLISH BUILDINGS, BLOW UP ARMY BASES AND SINK UNDERWATER BUNKERS TO DESTROY PEACE.

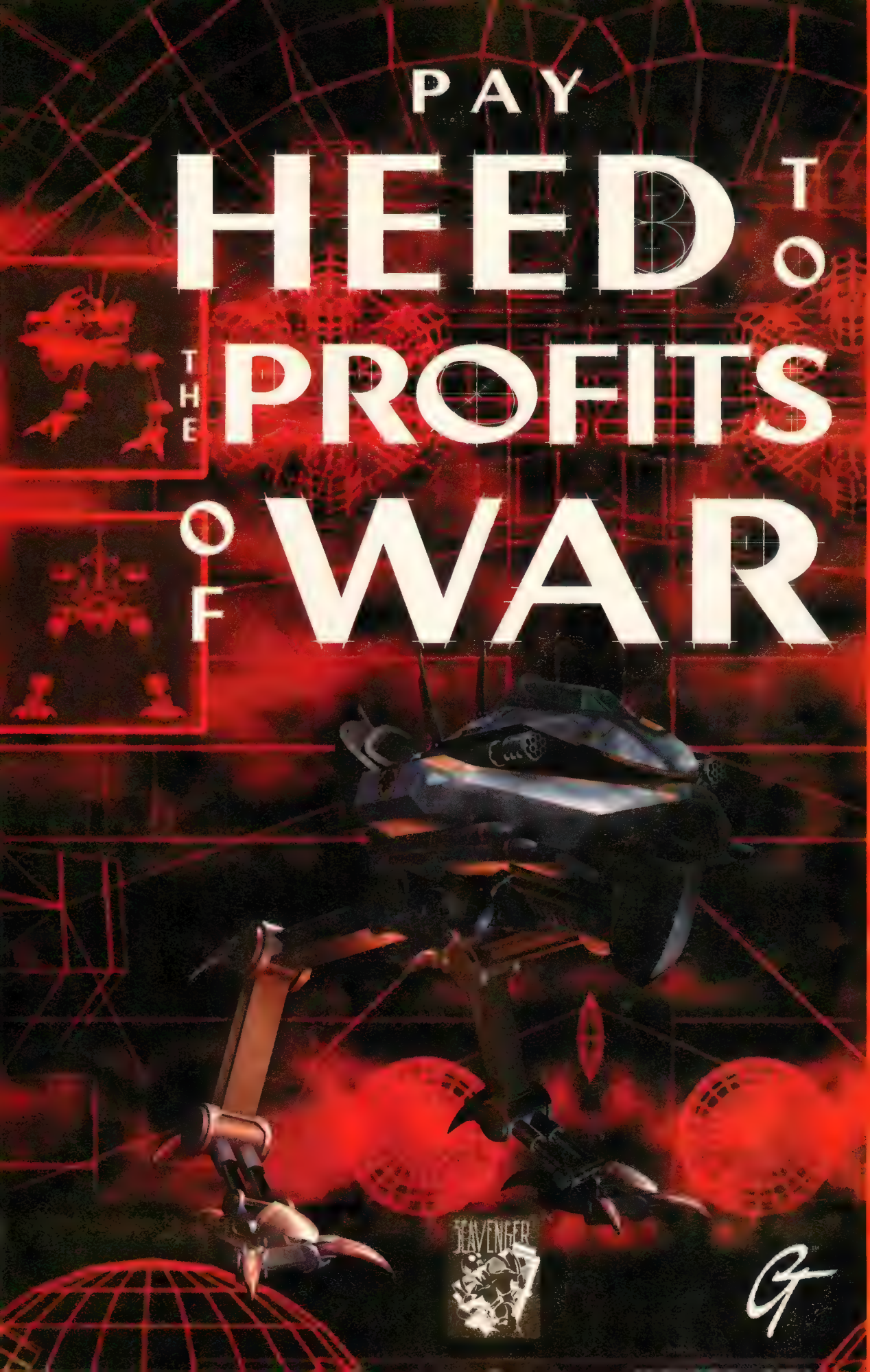
THE BUREAU NEEDS YOU TO START A WAR!

- Ground breaking PC CD action from Scavenger
- True 3D movement
- Advanced colour palettes and fogging technology generate the most realistic underwater and ground battles
- Superior 3D sprite engine
- Unique Amok missions, each with a new storyline and objectives

- 3 camera views
- Numerous weapons
- 3 different environments - industrial, underwater and tunnels
- Outstanding audio
- Superior graphics

GT Interactive Software (Europe) Ltd. The Old Grammar School (Home Of The Hits), 248 Marylebone Road, London NW1 6JT
+ http://www.gtinteractive.com

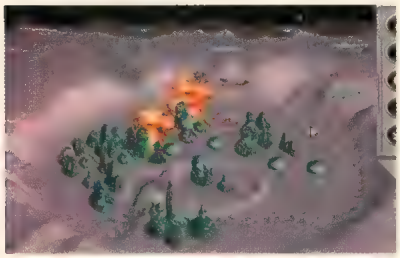
Inc. All Rights Reserved. Published and Distributed by GT Interactive Software Corp. GT and the GT Logo are trademarks of GT Interactive Software Corp. All other trademarks and copyrights are property of their respective companies.


PAY
HEED TO
THE PROFITS
OF WAR
AVENGER

Fragile Allegiance

Publisher	Gremlin
Developer	In-house
Format	CD-ROM
Price	£40
Minimum System	486/66, 8Mb, x2CD-ROM
Recommended	16Mb for Windows 95
Sound Support	All major cards
Release Date	Out now

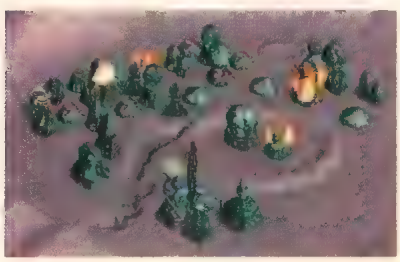
This one's so realistic it's as difficult as setting up a real-life network of asteroid colonies.



An alien colony feels the wrath of our chaos-bomb-equipped fleet. That'll teach them to be different.

Monopoli

PLAYING *FRAGILE ALLEGIANCE* – which is well worth doing, as it's brilliant involves remembering the following things simultaneously: the mineral content of 20 or 30 asteroids; the levels of your building, vehicle, missile and personnel budgets; the positions, destinations and armaments of up to 10 fleets of spaceships; the capabilities and salary levels of any number of colony supervisors; the extent of each asteroid's stockpile of minerals; the state of construction in each asteroid's shipyards, missile silos and space dock; the diplomatic status of up to 6 races of competing aliens; the arrival date of the Federal Transporter; the nature of any blueprints for new devices on order from the Sci-Tek corporation; the functions of hundreds of ridiculously-shaped icons; the locations and orders of any agents you've engaged; the state of the defences of each of your asteroids; the completion dates of any new buildings you're constructing; and the amounts of each of 10 minerals that are required to build each of 17 types of spaceships and missiles.



Although you can find out this information by clicking on things to bring up lists of statistics, having it all in your head at once is the only way you'll be able to plan what needs doing next.

It's almost – but not *quite* – impossible.

Not *quite* impossible until, that is, the phone rings. Or your PC crashes. Or someone shouts across the room for you to write some captions. Or *Fragile Allegiance* starts loading in one of its wretched 3D animations causing the PC to hang for a couple of seconds. Or a car blows its horn outside the window. Or Mrs Brown comes in with another cup of her infernal tea. Then, suddenly, the whole thing collapses. What was a thriving colony of asteroids, with thousands of colonists busily bustling about, suddenly becomes nothing more than an impenetrable splattering of red dots on a black background. Which one's the base again? Why are those spaceships going over there? Which asteroid's got the transporter on it? It's no good. You've either got to try to

"Possibly the most complicated game I've ever played."

piece it all back together again by clicking on everything to see what it's up to, or start again.

Bah.

You see, *Fragile Allegiance* is kind of like *SimCity 2000, Civilization* and Risk all rolled into one, and is therefore alarmingly complicated. It's possibly the most complicated game I've ever played, in fact. Even after a

The Federal Transporter drops in to pick up our spare ore and, more importantly, give us loads of money.

Before launching a missile attack, ensure you're in a spy satellite in place to enjoy the ensuing carnage.

sing

week, on and off, at its controls I'm still only just at the stage where I'm starting to think about expanding into enemy territory.

You start off with an asteroid, floating in a sea of blackness. On its surface is one building – a sort of colony starter pack – and hovering above it is a single transporter ship. You've also got 1,000,000 credits to get you started.

Without delay, then, you'll need to start building stuff. Somewhere for your colonists to live, to start with, along with a leisure centre, an oxygen processing plant, a food production centre, a medical centre, a security centre, some solar panels, a power store, and a radiation filter. It doesn't matter where you put them, as long as they're there.

But pretty soon you'll start to run out of money. And the answer to that is to start digging. A geological survey will reveal what your asteroid's made of, and you can then install some mines and some storage vats. Then, eventually, the Federal Transporter will turn up from the sinister TetraCorp organisation (who've sold you the mining franchise), and will take away everything you've mined in exchange for credits.

Sounds simple enough, eh? Ah, but no. You see, out there are hundreds of other asteroids, all brimming with exciting mineral deposits. Except you can't see them. So what you need to do is build a shipyard and a landing pad, construct a couple of scout ships, and send them out to explore. They'll either find nothing or discover another asteroid, which will appear in grey on your map.

And then your expansion can begin. While your scout ships go off exploring elsewhere, and your colonists continue to dig for minerals, you can send your transporter off to set up a new colony on the new asteroid. This will then be able to start churning out ore as well, which you can load onto your transporter and ship back to your first asteroid to be sold to TetraCorp.

As you discover more asteroids and earn more money from TetraCorp, you'll probably start to feel a little limited by the equipment that's available. Luckily, though, the equally sinister Sci-Tek corporation is on hand to sell you the blueprints for better stuff. In ☛

You'll spend much of your time gazing at this, a map of the surrounding area. The red blobs are our asteroids.

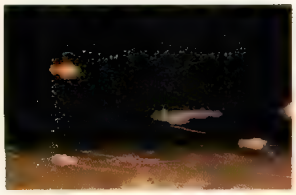
That one at the bottom – that's our newly built Command Cruiser, waiting to be sent off to war.

Top 10 things to do in Fragile Allegiance

Fragile Allegiance is a game of many facets. Oh yes. And playing it involves juggling all of them at once in your head. Some are more fun than others, though.

WARFARE

Some alien races are warlike while others want to be friends. All, though, deserve a dose of laser fire. This can



be done either by launching missiles at them from your silos and watching the devastation they wreak from orbiting spy satellites, or launching fleets of spaceships. Either way, you get to see the battle enacted through some excellent graphics and sound effects – lots of spaceships zoom about zapping each other. Inevitably, the aliens will retaliate, and you'll have to watch in terror as swarms of missiles head for your colonies. But you'll then be able to chuckle gleefully as they're cut down by your anti-missile defences, and bounce harmlessly off your shields.

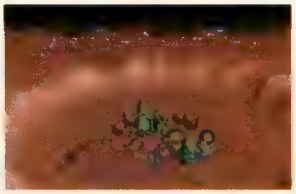
CONSTRUCTING FLEETS

To begin with you can only build fighters, which aren't much use. But once you've bought the plans of

SciTek and built a space dock, you can start assembling huge Destroyers and Command Cruisers, adding on weapons and shields of your choosing. These can then be assembled into fleets and sent off to do your bidding.

COLONISING NEW ASTEROIDS

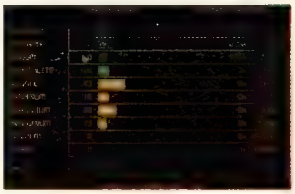
You've got to do this because you'll need the money earned from mining to spend on exciting toys, and also



because it's fun. New asteroids can be located by sending out scout ships or by waiting for them to drift into range. You can then send your transporter to set up colonies on them.

COLLECTING MONEY

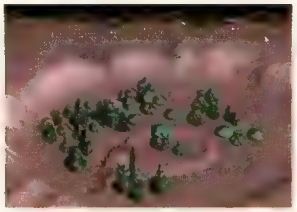
There's little more gratifying than the Federal Transporter arriving and



taking away all your surplus minerals in exchange for millions of credits.

ESPIONAGE

This promises much, although I've barely begun to investigate it. I've put a few spy satellites into orbit, but haven't yet sent many agents on fact-gathering and sabotage



missions, because they seem to charge rather a lot of money.

DIPLOMACY

It's possible to form alliances and trading relationships with any of the

alien races out there, as long as you're nice to them. Mostly, though, you'll just want to do this to bide time until you've built enough weaponry to get rid of them. Hence 'Fragile Allegiance'.

TRADING

Every so often traders will arrive, ready to do a bit of bartering. I

couldn't be bothered with them, quite frankly, although the promise of more money is appealing.

SHUFFLING BUDGETS

You'll need to make sure there's enough money to pay people, to build

things and to construct spaceships and missiles.

EMPLOYING SUPERVISORS

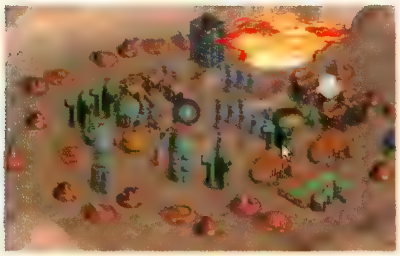
Not much fun in itself, but they take all the hard work out of building and

running individual colonies, and are therefore to be welcomed.

READING MESSAGES

You'll get lots of these, both exciting and dull. Annoyingly, the 'Incoming

message' message appears in the same place on the screen as the name of the colony you're looking at, which can be incredibly irritating.



exchange for large sums of money they'll provide the blueprints to more efficient mines, better power generators and so on.

And it's about this time that it'll all start to get a bit much. Setting up one colony is pretty good fun, and a second isn't too much trouble, but by about the third you're starting to get a bit fed up with building all the same buildings on every new asteroid you discover. But what also happens about now is that your message indicator will beep, and it'll be a colony supervisor offering his services. Colony supervisors can be employed for a monthly fee to overlook the construction and running of one of more colonies, and are one of the features that make *Fragile Allegiance* great.

So then. You've got colonies being set up, scout ships exploring, miners mining, and colony supervisors supervising. It's probably about time you discovered that you're not the only one who's been sold a mining franchise by TetraCorp.

The precise number of alien races that are out there depends on the difficulty level you've selected at the start of the game. And your first contact with them could come in one of three ways. (a) One of your scout ships might discover an asteroid that isn't grey, but another colour. You can then send a spy satellite to peek at its surface. (b) You might receive a communication from another race's leader, offering to establish a treaty or something. He'll appear on the screen fully motion-captured and rendered, which has obviously taken Gremlin ages. Or (c) you might suddenly find missiles raining down on one of your asteroids, and fleets of enemy spaceships approaching it.

You see, as well as everything we've already gone through (and sorry about all this lengthy explanation, by the way, but there's no escaping it), *Fragile Allegiance* is a game of war.

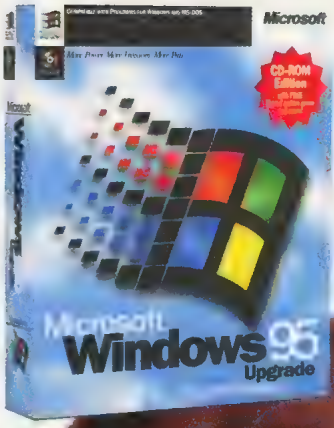
You can play defensively, peppering your asteroids' surfaces with lasers and shielding

Hot Games for
Microsoft® Windows®95
INSTANT ACTION
NET PLAY
GREAT GRAPHICS
STUNNING SOUND

Created for Microsoft®
Windows® 95
HOT
GAME

Know one when you see one.

This sign appears only on a select number of games specially created for Microsoft® Windows® 95 - a sensational gaming experience.



Bug! Sega PC

- Unlike anything you've ever seen, Bug! will take gaming to another dimension - the third dimension!
- Steer Bug! through six insane, insect infested Island Kingdoms and 18 levels before defeating the evil queen Cadavra

Virtua Fighter™ PC

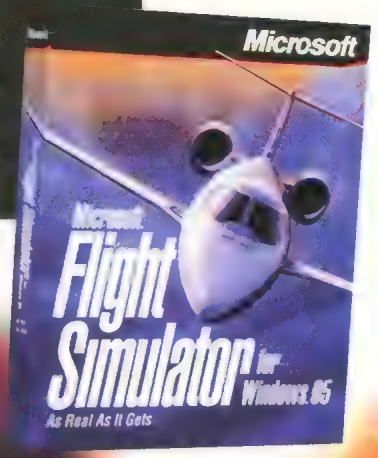
Sega PC

- Experience arcade perfect flying on PC-CD ROM exclusively from Sega
- All the original fighters with over 700 killer moves are included in this legendary game

Flight Simulator®

Microsoft

- The thrills and challenge of full throttle aviation
- Two new planes, new flying lessons, more new cities and airports, plus multimedia demonstrations of complex manoeuvres



Why

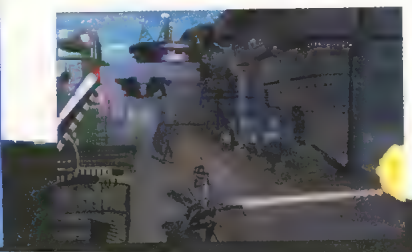
With Microsoft® Windows® 95, you get instant action. No messing around with installation disks or typing in commands. Just plug in the CD and you're straight into the hottest games ever from the leading players in the business. You get great 3D graphics. Stunning sound. Lightning agility. Deadly precision. And you can multiplay on the Internet with anyone, anywhere, anytime.

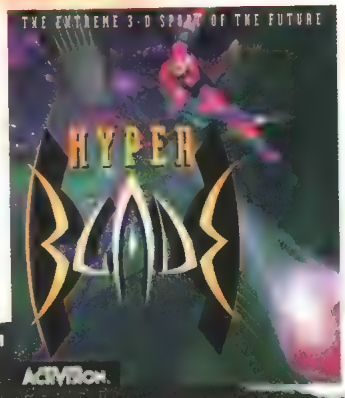
he hottest games

Where

Seeing is believing. Get your hands on demos and videos of these hot games. Connect to the Hot Games for Microsoft® Windows® 95 web site.

http://www.microsoft.com/europe/hot





Super EF2000©

Ocean

- Acclaimed as 'the best flight sim ever', created by Digital Image Design - the authentic name in flight simulation
- Awesome 3D graphics for the ultimate in realism

Guts 'N' Garters©

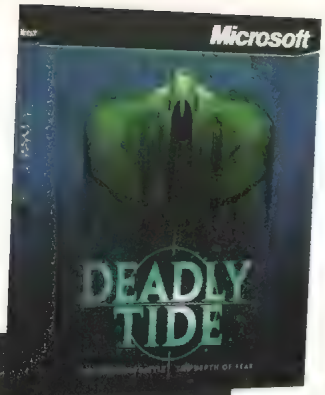
Ocean

- Incredible graphics, intriguing plot and good old fashioned shoot outs
- Unique viewpoint shows the action in stunning, 32,000 colours, while 'Terrainamation' makes this game look like nothing else

HyperBlade™

Activision

- The hard hitting futuristic sports sim where fair play is a thing of the past
- Vivid 3D graphics, high-impact gameplay and sensational sound design for a combination of hockey, lacrosse and extreme skating



Deadly Tide™

Microsoft

- A high energy all-out war against aliens plotting to submerge the planet in the eerie world of the abyss
- Cinematic graphics and CD-quality sound plunge you into action at the helm of the lethal Hydra craft

SideWinder™ game pad

Microsoft

- Daisychain 4 game pads for instant multi-player gaming
- Assign keys and button macros to 8 buttons

SideWinder™ 3D Pro

Microsoft

- 8 buttons, multi-way hat switch, throttle and 3D handle rotation for total control
- Optical-digital technology for unmatched speed and accuracy

you'll ever ha

Destruction Derby 2™

Psygnosis

- Seven incredible tracks – wider, faster and longer than ever before! Plus 4 total destruction bowls!
- Pit stops for instant repairs when your car rolls, flips and cartwheels off the track before eating dirt!

MechWarrior®2: Mercenaries™

Activision

- Explosive gameplay including ferocious fighting sequences and spectacular new special effects
- Over 30 new immersive 3D missions, 30 new mech chassis and multi-player capabilities

Discw Missin

Psygnos

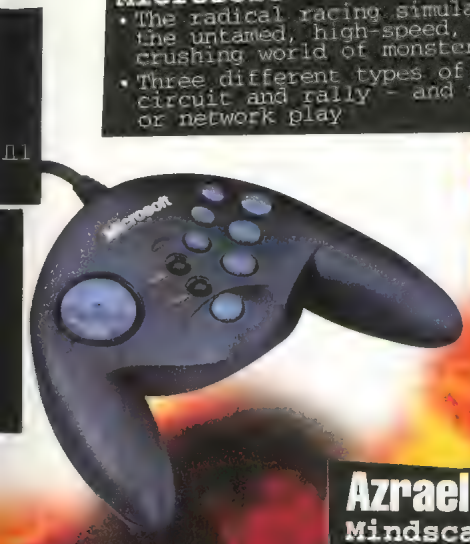
- Bizarre splittin scenario comple overs
- Full scr wide ar cinemati fades, p

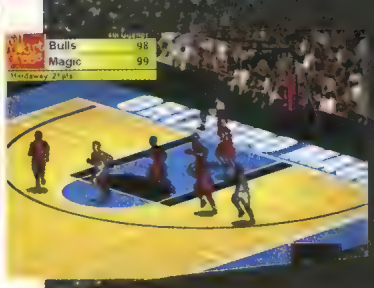
http://www.micros

Monster Truck Madness™

Microsoft

- The radical racing simulation that puts you in the untamed, high-speed, dirt-kicking, car-crushing world of monster trucks
- Three different types of racing - drag, circuit and rally - and up to 8 players modem or network play





NBA® Full Court Press™

Microsoft

- Choose from 29 NBA teams, then step onto the court for intense action, full five-on-five ball - so real, you'll sweat!
- Players react according to real-life stats, with incredibly smooth and realistic movements and over 250 distinct motions

Azrael's Tear™

Mindscape

- A unique real time 3D adventure role playing game
- State-of-art visuals, imaginative puzzles, challenging combat and stunning graphics for head up display

War Wind™ Mindscape

- An epic battle for re-unification and freedom through domination, liberation and revenge
- 30 pre-established scenarios, fluid animation, four unique races and head to head modem and network play

ndle.

Rama™ Sierra

- The ultimate Sci-Fi adventure game, featuring the author Arthur C. Clarke
- Magnificent 3D environment, video sequences blended with art and animation, and a rich and complex storyline

Lord of the Realms II™

Sierra

- An outstanding strategy/action game set in 13th century England
- Turn based kingdom management and 3-D real-time battles using 13th century tactics and weapons

orld®II:
ng Presumed....!?
sis
characters with side
ng and outlandish
os, wonderfully
ented by celebrity voice

reen viewing mode with a
ray of astonishing
ic effects including
pans and close-ups

Created for Microsoft® Windows® 95

HOT GAME™

EXTREMELY FLAMMABLE

soft.com/europe/hot/

Available at these leading games retailers

Byte — The Computer Superstore
COMET
Dixons
GAME
HMV
PC WORLD
SILICA — TECHNOLOGY CENTRES
STAPLES — The Office Superstore

Watch out for these other hot games

Close Combat
Microsoft

MechWarrior® 2
Activision

Warhammer® Shadow of the Horned Rat™
Mindscape

SU-27® Flanker
Mindscape

The Muppet™ CD-ROM - Muppets Inside®
Ocean

Breakpoint
Ocean

Formula One
Psygnosis

Krazy Ivan
Psygnosis

Sonic
Sega PC

Daytona™ USA
Sega PC

Caesar 2
Sierra

A10 Tank Killer
Sierra

Back Up

Why Microsoft® Windows® 95 is the sensational gaming experience.

DirectX™
- Faster direct access to hardware
- Better sound
- Better graphics
- Better video
- Better input device control

AutoPlay
- Automatic detection of video cards and sound cards
- No more booting disks and editing config.sys

Plug and Play
- Automatic detection of video cards, sound cards and gaming devices

Multiplayer gaming
- Built-in networking
- Play over the Internet or a network

MINDSCAPE
SIERRA
ocean
ACTIVISION
Microsoft
SEGA PC
PSYGNOSIS

http://www.microsoft.com/europe/hot/

Microsoft, Windows, the Hot Game logo, DirectX, MS-DOS, Flight Simulator, Monster Truck Madness, Deadly ... are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries.

... © 1996 The Ocean Software Limited and its Licensors. All rights reserved. ... © 1996 Sierra On-Line, Inc. ... Sierra On-Line, Inc. ... © 1996 Activision, Inc. ... Copyright © 1996 Intelligames Games Ltd. © 1996 Ken Wood. All rights reserved. ... other trademarks and registered trademarks are the property of their respective owners. ... © 1996 Strategic Simulations, Inc. ... Developed by Dreamforge Entertainment ... © 1996 Psygnosis Ltd. ... Psygnosis ... © 1996 Microsoft Corporation. ... Sega ... © 1996 Sega Enterprises Ltd. ... © 1996 Mindscape ... Mindscape ... © 1996 Mindscape ... © 1996 Mindscape ... © 1996

devices. Or you can get your shipyards to start building attack ships. There are various types of these, and you can specify them with a range of weapons. As usual, the better ones are more expensive. And these can then be assembled into fleets to be given collective orders. As well as that you can construct missile silos and load them up with missiles ready to launch against the enemy.

But, as always, there are problems. While you're putt-putting around in little fighter ships, the baddies seem to have huge destroyers and special lasers. So it's just as well, then, that the impartial Sci-Tek are on hand to help once again. As long as you've got the money they're just as happy to sell you the plans to nuclear missiles as advanced mining equipment, so you can have big spaceships too, right up to the desirable, Super-Star-Destroyer-scale Command Cruiser. To build the larger ones, though, you'll need to construct a space dock above your base. And then, as your ships and missiles launch their attack, you can cut to the view from your spy satellite and watch spaceships wheeling through the air, laser bolts criss-crossing the sky, and buildings erupting in flames. It's great.

So you're searching for new asteroids, mining, ferrying ore around, constructing colonies, bartering with Sci-Tek and TetraCorp and fending off attacks from baddies. And it doesn't stop there. There's diplomacy, whereby you can negotiate treaties with other races and make pacts, calling upon the Federation to mediate when necessary. There are agents, who you can send to spy on and sabotage competing asteroids. There are natural disasters, like diseases and equipment break-downs. There are traders who'll call in from time to time. There's the fact that the asteroids are actually moving very slowly, which means that as well as new asteroids sometimes floating into range, you've got collisions to worry about. There's the steady depletion of each asteroid's supply of ore. There is, in short, enough to fill an entire issue of PC GAMER, let alone four pages.

Which doesn't leave much room for the 'how good it is' stuff, so it's to be hoped that, in explaining the game's immense scope, I've somehow managed to convey just how absorbing and enjoyable it is.

Much about *Fragile Allegiance* is maddening. The hundreds of icons, for example, which are labelled with silly pictures rather than the English Language which we've taken centuries to develop for this very purpose. The Control key can be held down to give a description of their function as you pass the mouse over them, and I found I was still having to do this after a week playing the game. It's

also annoying the way you can only access certain functions from certain screens – for example, you can only look at your budgets from the 'asteroid surface' view, while you can only juggle colony supervisors from the 'map' view. Icons have just been placed wherever there's room for them, rather than where actually might make sense.

Rather more fundamentally, there's the time you have to spend shuffling ore around. Pretty soon it becomes clear that the way to succeed is to concentrate your mining efforts on the asteroids with the most valuable minerals tucked away on them, and then have another asteroid with your command centre on it along

"It's virtually impossible to stop playing."

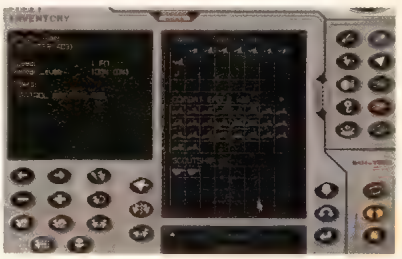
with spaceship construction facilities and some huge storage containers. Ore teleporters can then be set up on the mining asteroids to transport ore to this central asteroid to be made into spaceships and sold to TetraCorp. But that means that every few minutes you've got to do a tour of all your asteroids, clicking on the ore teleporter on each one, clicking on teleport, clicking on 'Select Destination', selecting your central asteroid, clicking on OK, and moving up and down the list of minerals teleporting them over before moving on to the next asteroid. When you've got ten or so asteroids this rapidly becomes tedious, and really needs some way of automating it, or at least for asteroids to remember where they're meant to be teleporting to.

But because there's so much else going on – because as soon as you finish one thing then something else starts happening – *Fragile Allegiance* is virtually impossible to stop playing. You're always just seconds away from colonising a new asteroid, or being able to afford a new sort of missile, or your fleet arriving at an enemy asteroid, or the Federal Transporter arriving to give you loads more money. It hooks you in just the same way as *Colonization* or *SimCity*, but is a very different game to play with its fleets of spaceships and alien races. Ridiculous icons aside, the interface it uses is wonderful, making the sort of chirpy beeping noises that all computers ought to be emitting by this stage in the 20th century. And even days into it you're still discovering new ways of playing, new weapons, and new little tricks.

It's been a dreadfully tedious review, I know. But imagine the exact opposite – something really exciting and gripping – and that's *Fragile Allegiance*. Very few PC games can honestly be said to be worth the money, but this one definitely can, and will give you more hours of fun per pound than just about anything else Western culture has to offer. Just ensure you find a secluded spot to play it in.

JONATHAN DAVIES

Ambassador Fong tends to be rather tetchy, and could do with a good taking by the shoulders and shaking.



Gaze upon our mighty fleet. It shall not exist for long, as the aliens' fleets tend to be even mightier.

PC GAMER – THE VERDICT

Takes ages to work out what's going on, and immense concentration. But this is completely engrossing.

91%

A Microsoft Windows 95
HOT
GAME
Airport
Heathr
Gatwick - Rwy 8
Microsoft
takes you to the
heights
of reality!
with Microsoft® Flight Simulator,™
a pilot's ultimate challenge
Aircraft
Extra 300s
• Two new planes - Boeing 737 and Extra 300s
• New Cities and airports - including London Heathrow and the sights of the city with Big Ben, Tower Bridge and much, much more
• Photo realistic scenery and amazing special effects
• Handle complex manoeuvres with on-line help and video tutorials
• Easier to install and play with AutoSetup and AutoPlay
• Designed specifically for Microsoft® Windows® 95
• Enhanced reality with Microsoft® SideWinder™ 3D Pro joystick
Microsoft
Flight Simulator for Windows 95
As Real As It Gets
PC ZONE CLASSIC 95%
Just one of nine fantastic new games from Microsoft
http://www.microsoft.com/uk/
where do you want to go today?™

AVAILABLE FROM THE FOLLOWING RETAILERS

• Byte • Comet • Dixons • Game • HMV • PC World • Silica • Staples and other high street retailers.

Where do you want to go today? and SideWinder are trademarks and Microsoft and Windows are registered trademarks of Microsoft Corporation in the US and/or other countries. Flight Simulator is a trademark of Bruce Artwick.

The Lost Files Of Sherlock Holmes
Case Of The Rose Tattoo

Publisher	Electronic Arts
Developer	Mythos
Format	CD-ROM
Price	£40
Minimum System	486/66, 8Mb RAM, x2 CD-ROM
Recommended	Pentium 90, 16Mb RAM
Sound Support	All major cards
Release Date	Out now

It's an update of the long forgotten *The Case Of The Serrated Scalpel*, and it's really rather good.

Didn't get this far. But, of course, it wouldn't grab, PCs being as awful as ever.

Curious

THE COMMENDABLE FEATURES of *Case Of The Rose Tattoo* include: a chemistry set, with which you can conduct experiments on evidence by clicking on letters and dragging them over steaming flasks of iodine solution and things; a journal in which Watson automatically records all the conversations that occur with other characters in case you miss anything; convincingly English characters rather than the Dick Van Dyke types who infect the likes of *Sherlock Holmes Consulting Detective*; a huge number of delightfully atmospheric locations in Victorian London that you can travel between at will via a central map; and a wealth of examinable and fiddlable-with objects in every location, with even the irrelevant ones being fun to investigate.

All these ideas are pleasingly fresh and invigorating, and would benefit most of the weaker point-and-click adventures we've played recently – games like *The Gene Machine* and *Fable*. And yet, curiously, all were present in the original *Lost Files Of Sherlock Holmes: The Case Of The Serrated Scalpel*, which EA published about four years ago, and the CD version of which attained 80% in PCG 8. Despite merely being an update of *Serrated Scalpel*, with video-based characters and recorded voices, *Rose Tattoo* is a thoroughly enjoyable game – testament to the quality of the original.

It's also woven around an intriguing mystery that's clearly been constructed by a great fan of the books. The game begins with Holmes being summoned to see his brother, Mycroft, at the Diogenes club, but the building being destroyed by an explosion just before Holmes and Watson enter. Mycroft is hospitalised and Holmes locks himself in his room in despair, and, although the police blame a gas leak, Watson (played by you to begin with) does a bit of initial sniffing around and uncovers evidence of a bomb.

Judging by this picture, it would be easy to imagine *Rose Tattoo* is an *Operation Wolf*-style shoot-'em-up.

Holmes then takes over the investigation and, with Watson in tow, sets off around London, analysing and deducing.

Most of Holmes' conversations seem to involve being appallingly rude to the inhabitants of London, which doesn't quite seem right, and solving many puzzles seems to involve chatting to Watson until he basically tells you what to do, which he never did in the books. For example, while you're trying to get past an obstructive matron to visit Mycroft, it rapidly becomes apparent that the solution involves a nearby patient on a trolley, but the relevant option doesn't become available until Watson's explained in detail what you must do. The puzzles generally, though, are pleasingly Holmesian, with plenty of searching for clues and chemical experiments – apart from, perhaps, a wearying proliferation of trying-to-talk-your-way-around-obstructive-matron-type-characters – and shoals of red herrings, and the accompanying clue book

> *"A wealth of examinable and fiddlable-with objects in every location."*

suggests a game that will go on for many days longer than the time I had available.

Even the video characters are perfectly acceptable, with phantasmagorisms kept to a minimum (except, perhaps, Holmes' insistence on laboriously changing in and out of his smoking jacket every few minutes) and some truly lovely backgrounds. And the voices work perfectly.

JONATHAN DAVIES

PC GAMER – THE VERDICT

The *Case Of The Rose Tattoo* is surprisingly great, despite a really terrible-looking box.

82%

Strategy and speed with 2 brillia

F1 MANAGER

- Incredible 3D real-time view options – cockpit or TV camera coverage
- Features all original courses, teams and drivers from the current season
- Select your own staff or take over a top F1 team
- Use the research and development centre for the construction of your car
- Communicate with your drivers during the race

RRP: £39.99

FIA FORMULA 1 WORLD CHAMPIONSHIP

AN OFFICIAL LICENCED PRODUCT OF THE FIA FORMULA ONE CHAMPIONSHIP

"Software 2000 have proved once more that they are the number one in this genre. Platinum Award" – *PC Power, Germany*

View your races from five different perspectives

Design your own Formula 1 car for ultimate performance

All 16 current Formula 1 circuits are featured

Sponsorship is an important part of the business

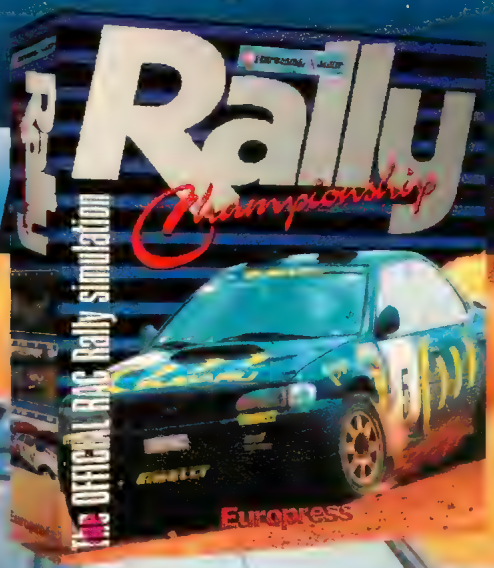
Visit your local stockist or contact Europress

Tel: 01625 (+44 1625) 859444. Fax: 01625 (+44 1625) 879962. Internet: http://www.europress.co.uk

STOCKISTS INCLUDE: Dixons, Currys, PC World, Toys 'R' Us, Tempo, Comet, Virgin Megastores, HMV, Electronics Boutique, Game, Byte, Beatties, Silica, selected branches of Dillons, Waterstones, Blackwells and WH Smith and independent retailers.

nt new releases from Europress

Rally Championship



- Network support for up to eight players simultaneously
- Choose from six of the world's top rally cars
- Drive all 28 stages of the RAC rally
- Ultra realistic handling for both 2wd and 4wd cars
- Authentic sound – sampled from the actual rally cars
- Three view modes: full screen, chase and cockpit
- RRP: £39.99

"Undoubtedly the best off-road racer developed and contender for one of the best PC games of the year. 94%" – *PC Zone*

Snow is a real challenge, seen from the cockpit driver view

Chase viewpoint lets you size up the opposition

The Ford Escort Cosworth 4x4 is just one of six cars to choose from

Misjudge your power slides and you pay the price!

SOFTWARE 2000

MF Magnetic Fields

Europress

Lords Of The Realm II

Publisher	Sierra
Developer	Impressions
Format	CD-ROM
Price	£40
Minimum System	486DX2, 8Mb RAM, SVGA
Recommended	Pentium, 16Mb RAM
Sound Support	SoundBlaster compatibles
Release Date	December

Click on your county town and you'll get at a detailed breakdown of your economy. You've got stacks in quarrying but dairy farming faces a manpower crisis.

Divided

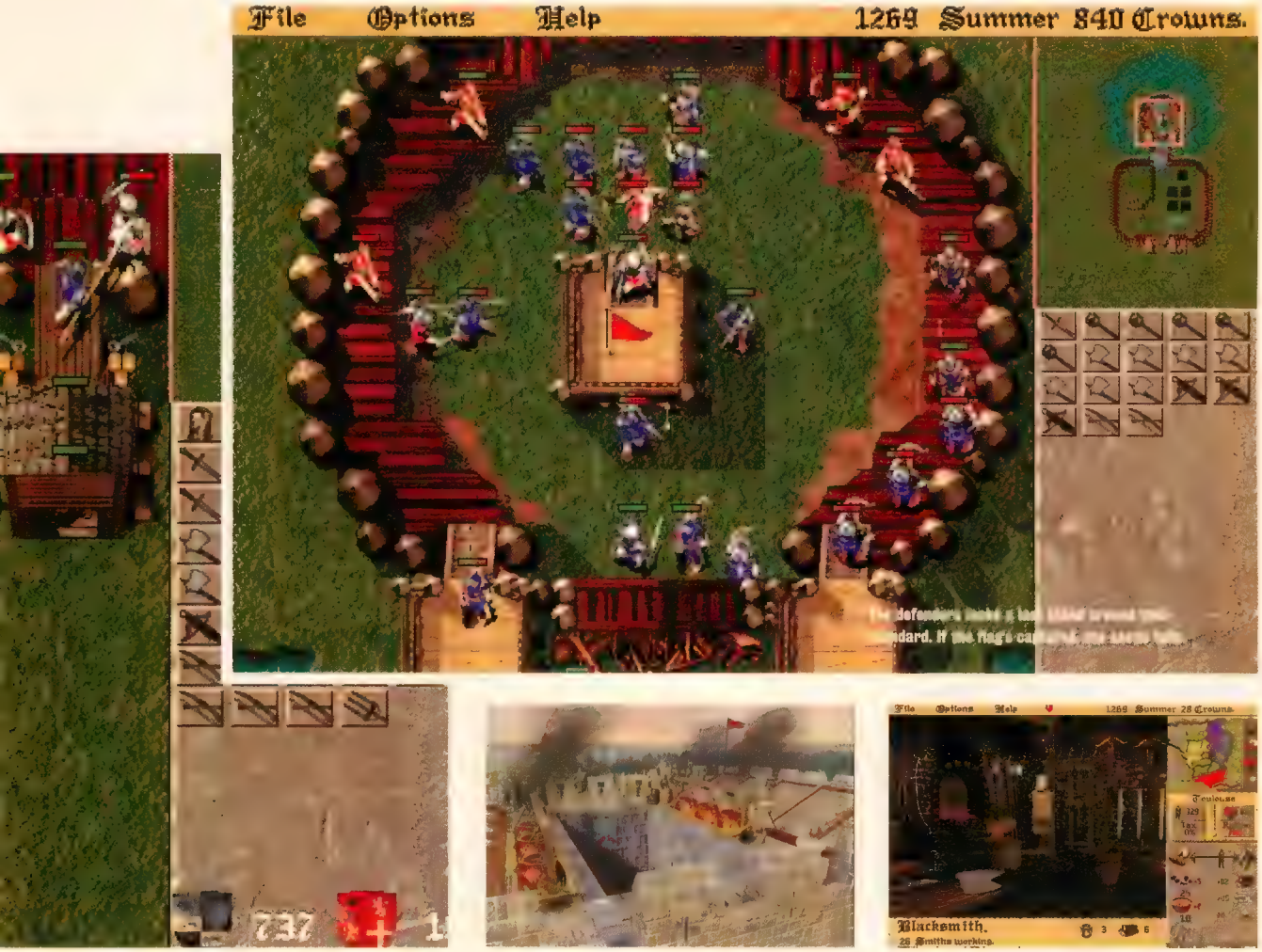
Lords Of The Realm 2 stakes its claim for the strategy crown.

THE YEAR IS 1268, AND THE place is a 'Merrie Englande' divided into a patchwork of petty baronies, where you and the rest of the nobility are playing at 'I'm the King of the castle and you're the dirty rascal'. In Feudal England there's only one approved way to settle this and that's with a bloody war of succession. Rule is by divine right and the grace of God, who, curiously, seems to bestow his blessing upon whichever noble is best at slaughtering the rest and pinching all their land. And that's hopefully you, the player of this comprehensive but flawed strategy contender.

As the scene-setting intro of peasant toil and battlefield butchery fades away, your immediate instinct is to adopt a persona combining the darker sides of the Sheriff of Nottingham and Ivan The Terrible. The great rulers of the middle ages were hardly noted for their sympathies towards human rights or welfare reform, and so with this in mind I proceeded to get medieval on my peasants: keeping them half starved on any manure left over from the spring muck spreading, flogging them to death in the quarries, introducing taxes on everything from bearing children to not bearing children, and herding every able body into my arrow fodder 'volunteer' force.

Despite my treating them like dogs, my peasants failed to admire my resolute leadership and most emigrated, while the revolting little bunch of Wat Tylers that remained formed themselves into some sort of clod-hopping Bolshevik Party – waving their pitchforks disrespectfully at me. Deciding they needed to be taught a lesson in discipline, I sent in my elite regiments of heavily armoured knights and slaughtered the lot of them. Verily, the rebellious curs had been brought to heel. Except, this harsh medicine did have the mild side effect of completely depopulating the entire county and I was left to ruefully consider that proverbial pain in any despot's backside: the feel-good factor.

It's the usual story: make your people



happy and they'll breed, slave and die to install you on the throne. But you'll have to be surprisingly liberal to keep their love.

As you begin your campaign trail, you are but the lowly ruler of a single minor county, which appears on the strategic map dotted with little graphics depicting your fields, villages, industries and armies (see boxout). From here you can spy on your rivals, order your armies into neighbouring lands and manage your economy as the game proceeds turn by turn; the land changing colour with the seasons – a bleak grey in winter, a burnished gold in autumn, etc.

Your main instruments of economic policy are food, taxes and military service. Keep food in your people's bellies, taxes and conscription low and they'll reward you by multiplying. Once your population starts growing you can start thinking about expanding your power base by creaming off surplus labour into industry and the army.

In practice, this is done with all sorts of handy little slider bars which enable you to quickly balance the labour force between agriculture and industry, although if you want to, you can roll your sleeves up and get hands on – micro managing the distribution of your serfs in fine detail. If you rule wisely, you'll soon be bringing more fields into service to feed your burgeoning population, filling the coffers with tax revenue and turning the wheels of industry ever faster in order to equip the mighty armies you're raising with modern weaponry.

Ranged against you are the unholy forces of Sod's law and a Cluedo like gallery of computer controlled opponents, namely the bishop, the knight, the baron and the countess. So called random events like the black death, that decimate your population, and drought, that destroys your farmland, encourage you to diversify as quickly as possible, protecting your agriculture by maintaining a mixed economy of cattle and cereal crops while annexing neutral counties to maintain your labour supply. And having to deal with four opponents allows for some entertaining double-dealing with the diplomacy feature. If hostilities break out with one neighbour, you can often establish an alliance with another noble to prevent a disastrous war on two fronts. A quick complimentary bag of gold and a deferential message lauding them for being so masterful is normally enough, and then you can entreat them to attack your common enemy. Although, words of friendship are cheap...

"It's inevitable that you're going to end up living by the sword."

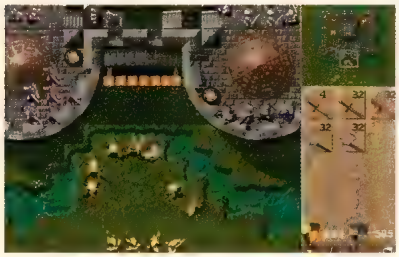
However, medieval political theory never advanced much beyond the principle of 'might is right', and so it's inevitable that you're going to end up living by the sword. Unlike the meticulous management side, battles take

With the custom game screen you can fiddle with complex farming options and huge castles till your heart's content.

Pass the Duchy on the left-hand side

Before you're judged worthy of ruling the entire kingdom, you've got to prove you're capable of running a smaller feudal franchise like Wiltshire. From there next stop Cornwall.

One of your armies. Send it into neutral territory to expand.
A big pit means you can quarry stone for castle building.
Fields indicate your agricultural use and its state of health.
A motte and bailey castle. Retreat here when the neighbours turn nasty.
Slide this bar about to divide the serfs between industry and agriculture.
The county town, your seat of power, lose this and lose the game.
Villages hold the serfs. Burn the enemies for a bit of fun.
These are the key indicators of success. Everyone happy= rising population=power.



place in real time, à la *Warcraft*, although they're short-lived set-piece affairs.

Provided you've kept your blacksmiths beavering, you'll take the field with regiments of pikemen, archers, knights, macemen and others as well as your compulsory peasant rabble. Unlike with *Warcraft*, manoeuvring for position and the use of terrain prior to combat is everything, as you try to trap the enemy forces with peasants and pikemen at a narrow chokepoint, while peppering them with arrows and flanking them with knights. Yet it seems that this marriage of real time combat with style turn-based management is at the root of *LOTR2*'s major flaws.

For example, the pièce de resistance of *LOTR2*'s battle bits is besieging a castle. Enemy forces run around the ramparts chucking boiling oil at your forces while you assault the walls with rock lobbers and assault towers. It's an awesome idea, the ultimate in vandalism, but the troop classes aren't varied enough and after the novelty has worn off you realise that once you've seen one siege you've seen them all. From then on battles are a question of being increasingly irked by the slightly primitive graphics and two-stroke animation.

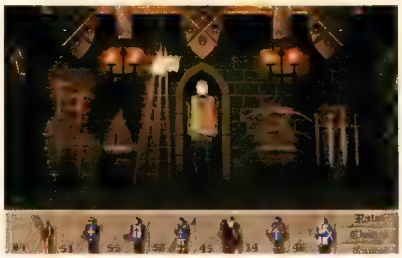
However, if you walked up to *LOTR2* and demanded to know why it isn't a great game, it would have to confess that it's because it shoots its bolt too soon. Unlike a turn-based game like *Civ*, it doesn't have endless technology paths to discover, or nations to be, or radically different

> *"It would have to confess that it shoots its bolt too soon."*

ways to play the game. By the end of the first game you've toyed with all the weaponry available, and exploited all the resources; snaffling more land only bloats your existing forces, as at most there's only one new resource to be gained by expansion and there are no research outlets other than castles. Castle building is the only part of the Lords you won't have explored fully in the first few games. But there are only five, you can see the juicy Royal Castle in a single custom game, and they're simply not enough of an attraction, only intermittently appearing centre stage.

New levels only seem to offer bigger maps and don't require any major change in tactics. Sure, you can asset strip the odd county instead of nurturing it, use merchants and mercenaries to cover your trade deficits, and conduct economic warfare by pillaging enemy fields instead of engaging their military forces, but such pursuits don't disguise the limits of a game that's closed the exploration and research paths.

LOTR2 has made a courageous attempt to get a foot in both the *Warcraft* and *Civ* camps. Unfortunately its divided loyalties prevent it from committing to either side with any great conviction. The result, while atmospheric and absorbing, has neither the soul-swallowing depth of *Civ* or the all-out arms race fun of *Warcraft*. MARK DONALD



Your proud and glorious army marches proudly to war. Off to teach those scurvy Cornish dogs a lesson.

Oops. It didn't quite go as planned then. And the lesson of the day is let scurvy Cornish dogs lie.

PC GAMER – THE VERDICT

A bold strategy game that looks both ways at once before falling between two stools.

79%

The last thing the 800 billion horrified Tauran viewers saw on their Live Video Link were the alien markings on the container...

The entirely unintentional 200 megaton first strike of a bloody intergalactic war had just been delivered...

INTERACTIVE MAGIC

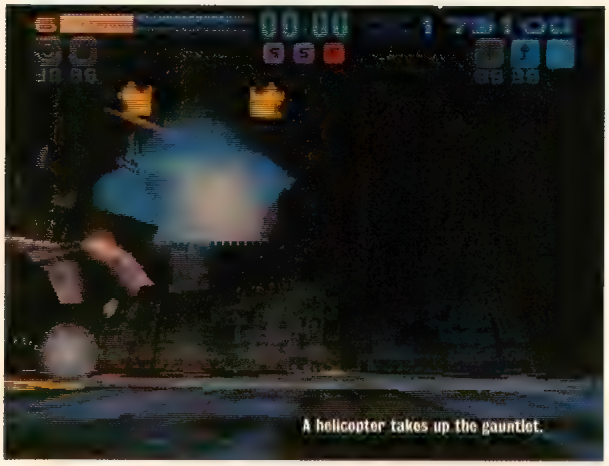
FALLEN HAVEN COMING SOON FOR IBM PC CD-ROM. www.imagicgames.co.uk

Tunnel B1

GAME OF DISTINCTION
PC GAMER
Christmas 1996

A salvo of missiles helps rearrange the dictator's barricades.

Exhilarating



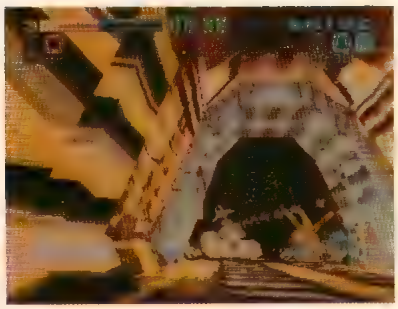
A helicopter takes up the gauntlet.

are your only source of energy.

Publisher	Ocean
Developer	Neon
Format	CD-ROM
Price	£40
Minimum System	P75 (low- and medium-res VGA)
Recommended	P166 and above (hi-res SVGA mode)
Sound Support	All major cards
Release Date	November

Things are looking up for PlayStation port-overs, as *Tunnel B1* storms onto our PCs.

(Top) The joys of tailgating.
(Above) The extremely handy automap points the way through this sinister tunnel complex.



(Top) The mission computer is your only friend and keeps tabs on on-going objectives.
(Above) Fire missiles at me would you?

"AS WE POWER FRANTICALLY into the home straight, the enemy hovercraft has the temerity to pull even further ahead. My machine guns rake his rear shields and then I finally get a lock, and two homing missiles streak out to smear him against the wall. But – disaster! As he disintegrates into small pieces, he manages to drop a full load of mines in my path and I'm forced to swerve, bouncing off a barrier, losing precious seconds. The clock's ticking, but a lightning-fast adjustment and now the finish line's in sight. I punch the afterburners, hurtling through the exit, mere nanoseconds before the reactor goes bang in an extremely life-threatening way. There's just enough time to shake some life back into my hands before the next level loads and even more futuristic hover-style carnage is unleashed."

Now, I've always been slightly suspicious of games developed on the PlayStation that are then ported over to the PC. Their often arcadey-style mix of cheap thrills and instant action doesn't usually translate too well onto our beloved beast, more accustomed as it is to wholesome cerebral and strategic style antics. So as *Tunnel B1* whirred its way through the installation routine, I was fully prepared to see my unreasoned prejudices confirmed. A quick scan through the manual didn't seem too promising either, with *B1*'s rather superfluous plot involving a nameless dictator who's apparently developed some form of doomsday device or other, which is secreted deep within a well defended tunnel complex. Some unlucky soul (guess who just volunteered) has to pilot the latest experimental hovercraft through 12 levels of his nefarious devising and disable the doomsday machine, thus, presumably, foiling his dastardly scheme for world domination. Oh dear. Hardly an original scenario there either, and, on the whole, things weren't looking too promising for our imported PlayStation chum.

"Some of the most gratifying and mindless violence yet seen on the PC."

Imagine my surprise, then, when after no more than a couple of moments, *B1* revealed itself to be a rather superior tunnel-hopping blastathon of the first order. From the off, the game really sets out to capture graphical hearts and minds, and it's no exaggeration to say that *B1* features some of the most spectacular and innovative graphics and lighting effects seen on the PC to date. The sense of speed as you fly through its torturous, sinuous tunnels is amazing, and although the controls are initially a little tricky to master they rapidly become intuitive, allowing you to exercise total command over your speeding hovertank. Soon you'll be pulling one-eighties, spinning on a sixpence and swooping – yes, there's no other word to describe it – positively swooping around corners to deliver killer blows to the dictator's defences.

It's no easy ride down there either, and all manner of opponents await, from simple static defences and barriers that slow you down to enemy hovercraft and attack helicopters which engage you in fast and furious fire fights. As you'd expect, your craft can pick up a full complement of offensive weaponry and power-ups, from the humble machine gun to the awesomely destructive super smart bomb, which has the capacity to devastate whole legions of the dictator's minions. And *B1* likes its explosions, oh dear me yes. Things don't just blow up in *B1*, they detonate with extreme prejudice, erupting spectacularly in waves of cascading flame, sending debris cartwheeling across your screen, which then also explodes just for good measure. In fact, scarcely a moment goes by without something going bang in a big way, and *B1* rewards you with some of the most gratifying and mindless violence yet seen on the PC.

But *B1* isn't just about blowing things up, immensely satisfying though that is. Underpinning the action is an intriguingly balanced mission structure which guides you through each level, plundering extra weapons, triggering secret alarms and finding the right combinations to disable parts of the complex's defences. The missions with time limits are particularly stressful, as you dash from objective to objective with the clock counting down, and it's perhaps a measure of *B1*'s success that you do actually lean into the turns with your craft and get an immense buzz of satisfaction as you complete that final level with seconds to spare.

So now, in a complete turnaround, things are suddenly looking extremely rosy for our PlayStation-based pal. But there is a price to be paid for *B1*'s seat-of-the-pants style graphical extravaganza. Unfortunately, to take full advantage, you'll require the terrestrial equivalent of Deep Thought, as *B1* chugs significantly in hi-res mode, even on a Pentium 100. However, you'll be heartened to learn that switching to the low-res mode doesn't detract from the action one iota and actually reinforces its unnerving sense of speed.

Admittedly you'd have to concede that *Tunnel B1* is hardly the most cerebral game, but it never fails to deliver in terms of instant excitement and frothing non-stop action. If you feel the need to find a challenging, no-holds-barred blastathon in your stocking this Christmas, then you should sneak a note to Santa with *Tunnel B1* top of the list, right away.

JOHN HOULIHAN

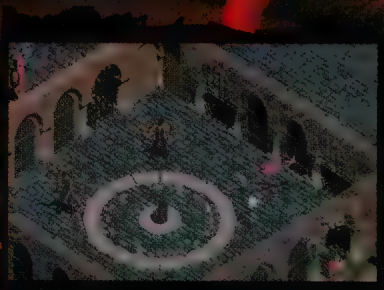
PC GAMER – THE VERDICT

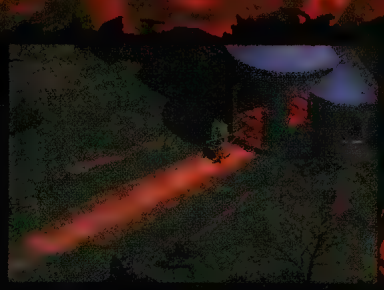
A sumptuous-looking, seat-of-your-pants blast-'em-up that requires some serious processor power.

85%

FROM THE CREATORS OF WARCRAFT II: TIDES OF DARKNESS

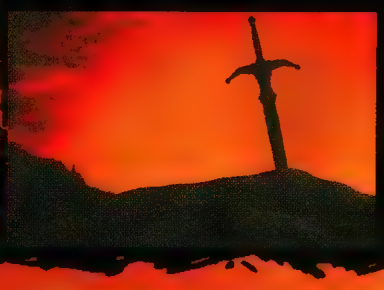
MULTIPLAYER SUPPORT:
Join forces with other adventurers and assault the labyrinth of Diablo.

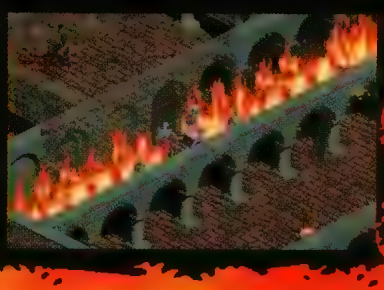




EXPLORATION AND DISCOVERY:
The denizens of the village hold items and secrets to aid you on your quest.

[illegible] AND REAL-TIME ACTION:
Will keep you on the edge of your sword.





[illegible] MAGIC:
Use powerful sorcery to consume the creatures of the underworld.

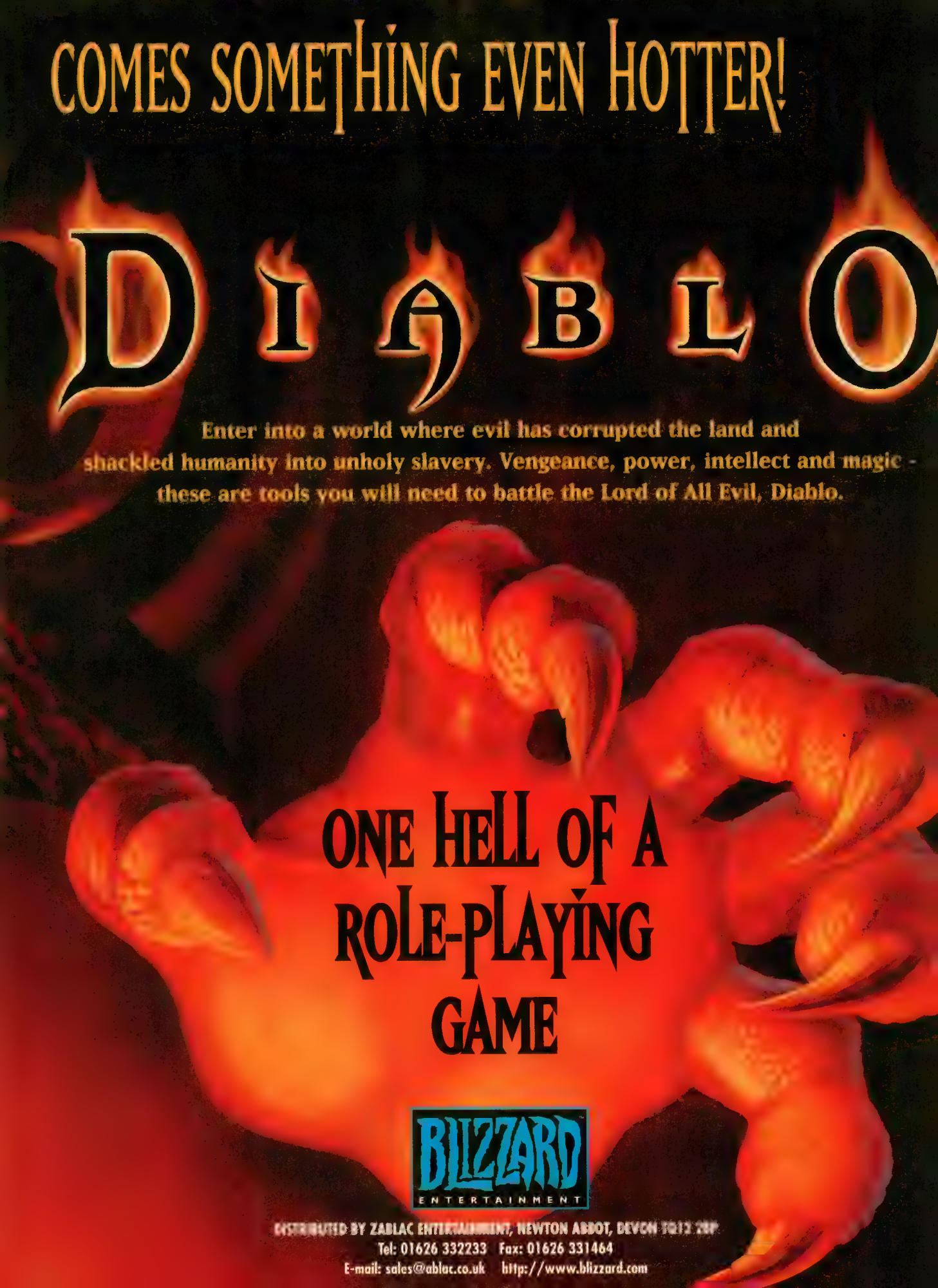
† Up to 4 players supported over Internet or network (2 players over modem or direct link)

† Free access to Blizzard's battle.net server provides multiplayer competition over the Internet

† An ever-changing Gothic world brought to life in stunning SVGA graphics

† No two campaigns into the labyrinth are the same as Diablo randomly generates a unique gaming experience every time

†Requires access to internet. Player responsible for all applicable Internet access fees


COMES SOMETHING EVEN HOTTER!
DIABLO
Enter into a world where evil has corrupted the land and shackled humanity into unholy slavery. Vengeance, power, intellect and magic - these are tools you will need to battle the Lord of All Evil, Diablo.
ONE HELL OF A ROLE-PLAYING GAME
BLIZZARD ENTERTAINMENT
DISTRIBUTED BY ZABLAC ENTERTAINMENT, NEWTON ABBOT, DEVON TQ12 2BP
Tel: 01626 332233 Fax: 01626 331464
E-mail: sales@ablac.co.uk http://www.blizzard.com

Everyone
wants to go to places
that don't exist.
SEGA PC
Arcade quality games from Sega now on PC CD-ROM.
PANZER DRAGOON
The excuse you've been waiting for.
PANZER DRAGOON is available from Electronics Boutique, Game, HMV, PC World, Toys 'R' Us, Virgin & other major software stockists. Pure fantasy at only £39.99
Web site: http://www.sega-europe.com Minimum hardware requirements: Pentium® 75MHz and Windows '95. © 1995 Sega Enterprises, Ltd. All Rights Reserved. SEGA is a trademark of SEGA ENTERPRISES, LTD.

Jetfighter III

There're bits on the outside of the plane that move. Up and down. And the camera zooms in and out.

Publisher	Eidos
Developer	Mission Studios
Format	CD-ROM
Price	£40
Minimum System	486DX2/66, 8Mb RAM, x2 CD-ROM
Recommended	Pentium, SVGA
Sound Support	All major cards
Release Date	November

What ho. It's another game with an F-22 in. It is, however, almost unbearably exciting.

Buzzing

FLIGHT SIMULATORS ARE A strange genre of PC games. On one hand they reflect the rapid pace of PC development; every new flight sim that has come along has taken advantage of new developments in graphics to provide more beautiful scenery and bigger and better introductions, and every new flight sim has also strained to draw the maximum from your sound card to give you better and louder explosions, radio chatter and engine noises. But while all this gloss has been added over the last few years, the actual game underneath the surface has hardly ever changed.

Well, that sums up *Jetfighter III* entirely. If you've ever flown a modern combat flight simulator, you'll know exactly what to expect from *Jetfighter III*. There's a wide variety of missions which will have you firing AMRAAMs and Sidewinders at enemy planes, letting go of Mavericks at ground targets (and then having to use those laser guided bombs if they miss). You'll be flying at night, you'll be flying during the day. Some missions will require you to attack the enemy, some to provide defensive cover for your own side. And *Jetfighter III* also has that single great innovation of the flight sim genre, the wingman, who can be ordered to attack targets or just follow you about.

It's fantastic.

You know, fantastic in that 'rather what I expected but still lots of fun' kind of way. The scenery, while not quite up to the extraordinary standard of *F-22 Lightning II* (PCG 37, 82%) is, nonetheless, mind-blowing. You can fly forever just marvelling at the snow-capped mountains as they slowly drift far beneath you, or you can enjoy the adrenaline high of slicing through a city at dangerously low altitudes. The combat is fast, furious and deadly, with some of the most nail-biting dogfighting I've ever seen. It's absorbing and intense; you feel like you're in that plane, flying that mission, saving America the brave. Flying in *Jetfighter III* is thrilling and exhilarating.

"Some of the most nail-biting dogfighting I've ever seen."

The two major scenarios in the game involve you being part of a UN peacekeeping force. You're the pilot of an F-22 or an F/A-18. After 13 training missions, you're posted ☛

The cities in *Jetfighter III* are wonderfully detailed. Look, you can just make out six McDonald's in the centre of the picture.

Watching your opponents disappear in a ball of flame is bound to make you reflect on the cruel casualness of modern-day mechanised warfare.

to an aircraft carrier off Cuba, where ten missions of stopping cocaine being shipped into the States await you (it's interesting to note what some Americans imagine the role of the UN peacekeeping force is...). After you've survived that, you and the carrier are off to South America, where the horrible Argies are invading the peace-loving Chileans. This 65 mission campaign is the centre-piece of the game. The game also lets you choose any of these missions to fly individually if you're not in the mood for the campaign.

Part of the reason why *Jetfighter III* is so much fun is that the missions are very tough. A typical mission will involve you having to engage several enemy aircraft on the way to a bombing raid, and the targets are usually very well defended with AA guns and SAM sites. This means that there's rarely a dull moment when you're up in the air – the next threat is always only a heartbeat away. This seems to be deliberate policy on behalf of the game designers. They've created *Jetfighter III* to be as exciting as possible, so that while it's a full-on simulation, it's also got an almost arcade feel to it, keeping you on the edge of your seat all the time you're in the air. The only drawback to this approach is that *Jetfighter III* is a bit too lethal. You will die. At first I thought I was playing it badly, but when I noticed that my poor wingman was kicking the bucket as often as I was, I changed my mind. To compensate for this, the game resurrects you whenever you die, and I have mixed feelings about the success of this. Sure, it means that the game stays at a high-octane level of excitement all the way through, but it also means that you begin to care less about the life and the career of your pilot when you know that he can come back from the dead. It seems a bit strange to strive so much for realism and then put in a totally unrealistic element in order to balance the game.

"The next threat is always only a heartbeat away."

So *Jetfighter III* is a real blast, but it's about as unoriginal a game as you can find. I wouldn't like to recommend that anyone should spend £40 on a game like this if they've already got a shelf full of flight sims, because there's very little that's new on offer here. And yet at the same time this is one of the most exciting flight sims I've ever played and it *does* look stunning. Also, it's hard to imagine just what else you could do with a combat flight sim to make it new and interesting. Maybe someone will come up with an idea soon. STEVE FARAGHER

Flying in *Jetfighter III* is so realistic that it's almost better than being on the top of an open air double-decker bus and getting a friend to hold your legs while you lean out over the front. Almost.

PC GAMER – THE VERDICT

Beautiful to look at, stimulating to play. Yet *Jetfighter III* is about as original as toffee.

81%

"Alternative Software have come up with the definitive Rugby League game for the PC. A top class sports sim....PC HOME"

ALTERNATIVE SOFTWARE'S SUPER LEAGUE

Pro Rugby

PC CD ROM

Full commentary by BSkyB's legendary commentary team Mike "Stevo" Stephenson and Eddie Hemmings.

PC CD ROM (486DX50 and above Windows 95' Friendly 8mb Ram)

£44.99

The only official computer game of the Super League & RFL.

- Revolutionary Rugby action.
- Pick your favourite team from real life squad members.
- Features all the Super League, Division I and II clubs, plus Australian teams and international squads.
- Stunning 3D graphics.
- Full match atmosphere and "TV Style" commentary.
- 2 player mode, play against a friend or the computer!
- Multi - player mode, from 1 to 34, players can play an all clubs season after season competition, complete with promotions and relegation's.
- Play Friendlies, Leagues, Tournaments, Cups / Trophies, Playoffs, Internationals.
- Unrivalled playability.
- Multi - save game feature.
- This will delight rugby fans everywhere.

All the above features are from the IBM PC version

Screen shots taken from IBM PC Version

"At last, a Rugby League game worth playing. Fans and newcomers to the sport will love it....PC HOME"

"Features everything you could possibly expect from the official Super League game....PC HOME"

Available from....

electronics EB boutique

GAME

HMV KNOW HMV - KNOW GAMES

WHSmith

....and all good computer stores

If after FIRST trying your local computer software retailer, you still have difficulty obtaining our products then please send your credit card details or a cheque or postal order made payable to ALTERNATIVE SOFTWARE LTD plus 85p P+P (UK mainland). Fill in the coupon below stating your name and address with the title and formats you require to the address opposite Or call the CREDIT CARD HOT LINE (open 10am to 5pm Monday to Friday) on 01977 780767

Name _____

Address _____

_____

_____

_____

Titles _____

_____

Formats _____

_____

Quantity _____

_____

Card No. _____

Exp date _____

ALTERNATIVE SOFTWARE
Units 5-7, Baileygate Industrial Estate,
Pontefract West Yorkshire WF8 2LN
Tel: 01977 780767 Fax: 01977 790243

TM © ALTERNATIVE SOFTWARE LTD

Star Control 3

Publisher	Warner
Developer	Legend
Format	CD-ROM
Price	£40
Minimum System	486/66, 4Mb RAM, SVGA
Recommended	Pentium, x4 CD-ROM
Sound Support	All major cards
Release Date	Out now

On the other hand, actually controlling stars might have made a really good game.

Preposterous-looking and unconvincingly animated aliens are all part of the *SC3* experience.

Red things, purple things and a large blue spaceship-type thing. Truly, this is the future of space combat.

Uncontrollable

HERE'S AN INTERESTING mathematical poser. *Star Control 3* is an unstable marriage of two completely different games. Both of them, taken on their own terms, are extremely unsatisfactory. But does the sandwiching of two below-par games add up to one serviceable title, or do their faults compound each other, creating an even more disappointing combination?

The correct answer, of course, is that it doesn't matter. *Star Control 3*, from the very first instant you try to play it to the moment, a little while after, when you shatter the disc into small pieces and nail them above your door as a warning to others, is clearly so unremittingly poor that degrees of failure aren't really an issue. We should, perhaps, just shake our heads slowly, laugh wryly to ourselves, and move on.

But we shan't. Because I spent Sunday subjecting myself to the *SC3* nightmare, and describing my experience is the only way to purge myself of the screaming irritability, festering rancour and vague sense of bereavement it has left me with.

Star Control 3 jury-rigs a rickety shantytown of mismatched side-shows around the central attraction of *Asteroids*-style space combat. The two-player head-to-head version of this duel is the most significant entertainment on offer in the whole package, but even that has an exceptionally limited appeal, thanks to its dunderheaded over-simplicity. Each player builds up a fleet of ships for the battle, which is fine, but then – appallingly – each vessel is played off against another, one at a time. The result is, paradoxically, both stultifyingly boring and table-bangingly exasperating.

The one-player 'adventure game', as it's described with almost total inaccuracy, has you exploring a distant star system, trying to defend the League of Sentient Races from Crux antagonists, holding the alliance together through multiple-choice 'diplomacy', shuttling aliens around the galaxy to create new colonies, searching for and researching buried artefacts from an advanced society, advancing a series of plot-developing animations about the destruction of the universe and managing resources to maintain and expand your infrastructure, producing more ships and crew members to fight your battles (the one-on-one *Asteroids*-type things I mentioned earlier).

And if all that sounds, perhaps, a touch unfocussed – well, that's because it is.

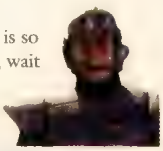
Basically, *Star Control 3* tries to do much too much, and does all of it badly as a result. The strategy bits are hopelessly muddled. The mechanics of exploration are desperately tedious. The graphics are poor, the interface design atrocious, the supposedly humorous dialogue quite unbearable and the whole thing's riddled with errors, from frequent grammatical mistakes to gameplay non-sequiturs and technical faults like the way in which, even when you click on a highlighted dialogue choice, you'll sometimes pick the one below it.

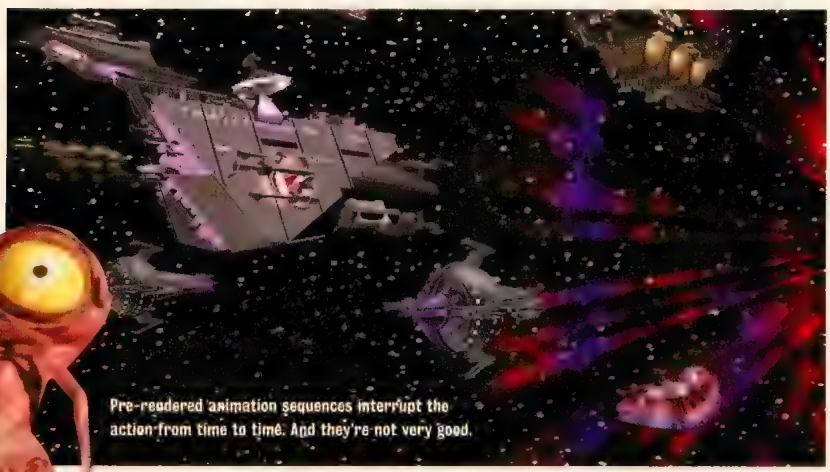
> *"Tries to do much too much, and does all of it badly as a result."*

James, the buffoon, has a slightly different point of view. "But didn't you rather enjoy its quirky crapness?" he had the effrontery to ask me. Which is rather like asking someone with blood pouring from their mouth if they didn't rather enjoy that razor blade you 'quirkily' slipped into their apple pie. The 'so bad it's good' argument just doesn't wash. *Star Control 3* is so bad it's... well, just bad. No, wait – worse than that.

Very bad indeed.

JON SMITH





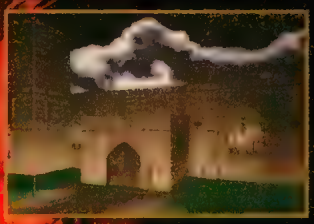
Pre-rendered animation sequences interrupt the action from time to time. And they're not very good.

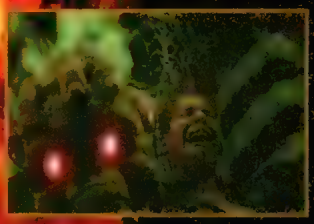
PC GAMER – THE VERDICT

Star Control 3 is ambitious, confused and flawed in almost every way imaginable.

31%

CAN GOOD EXIST...





...WITHOUT EVIL?

The untimely death of Adam Randall's father leads him to a remote and seemingly desolate country home near the Cornish village of Helston. A vast portal through time and space and the epicentre of the battle between dark and light fought through the millennia.

Classic 5/5 "...Utterly compelling" CGW

"A modern gaming classic" PC Format 92% PC Home

- Journey as Adam Randall into a vast and immersive first person three-dimensional world.
- Arm yourself and battle with demonic spirits cast from the souls of men.
- Resolve the Enigma of the Soul Stone and ensure the defence of good against evil.

Containing over 20 motion captured demons, a vast and intricate three dimensional world, 12 different weapons to arm yourself with and over two hours of absorbing video footage, you will be captivated by Realms' dark domain and the belief that the machinations of an age old French sorcerer and his demonic alter ego can really plunge the world into a new age of darkness

REALMS of the HAUNTING

OUT NOW

© Gremlin Interactive Limited 1996. All Rights Reserved.

HMV

REALMS OF THE HAUNTING
(PC CD ROM)

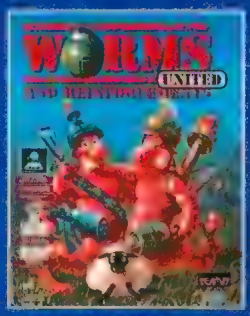
SCREAMER 2
(PC CD ROM)

...get what you want for christmas

FIFA 97
(PC CD ROM)

FLIGHT SIMULATOR 6.0
(PC CD ROM)

COMMAND & CONQUER:
RED ALERT
(PC CD ROM)



WORMS UNITED
Contains levels exclusive to HMV
(PC CD ROM)

...more games for christmas

All items subject to availability at participating stores.

Madden 97

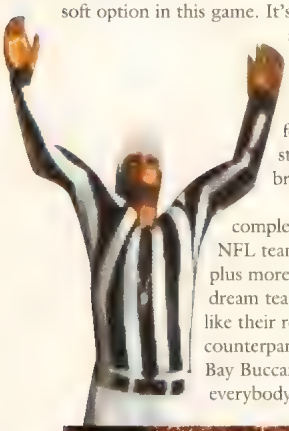
Publisher	EA
Developer	Stormfront Studios
Format	CD-ROM
Price	£40
Minimum System	Pentium, 8Mb RAM, x2 CD-ROM
Recommended	Pentium 133, 16Mb RAM, x4 CD-ROM
Sound Support	SoundBlaster Compatibles
Release Date	Out now

It's nearly 1997 and that can only mean one thing – *Madden 97*. But wait, whatever happened to *Madden 96*?

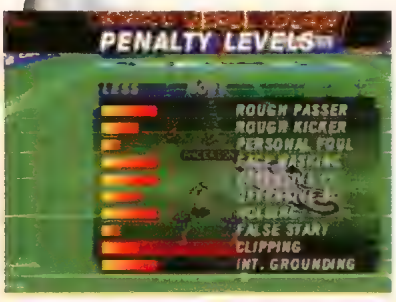
Meaty

AS IT TURNED OUT, 1996 WAS A leap year for the *Madden* series, a rare event for the chronologically consistent EA Sports range. *Madden 96* did make a brief but ill-fated appearance, but chronic injury cut short its career. The development team was redeployed and *Madden* was sidelined, until now. The long wait is over and EA have obviously put the time to good use, as this is undoubtedly the most attractive American football game available.

The approach in *Madden* has, as you'll no doubt have foreseen, a lot in common with the *NBA* and *FIFA* formula, i.e. there's no arcade soft option in this game. It's a hardcore sim and only the self-reliant will progress. No allowance is made for novices as you're steamrollered by the brutal realism.



There's the complete collection of 30 NFL teams to choose from, plus more than 70 Madden dream teams, each playing like their real-life counterparts, so the Tampa Bay Buccaneers are everybody's favourite whipping boys while the Dallas Cowboys spend their time trouncing everybody else into the earth. There are I-shudder-to-think-how-many offensive and defensive plays which you can customise into your own playbook and there are, of course, the by-now obligatory audible settings.



As you might expect, *Madden* contains more tables than an Ikea megastore, and they're all covered in stats.

In-game the beefcake, motion-captured sprites are the finest I've seen in an American football sim. They all seem to know what they're doing and, for once, actually look the part, braining each other with convincing bone-on-plastic oophs. And the control system is surprisingly sleek with a mere two joystick buttons needed to send you spinning, duking, passing and diving up field. Where *Madden* really scores, however, is with its blistering speed. No longer do players trudge about like deep sea divers, but instead blister about the pitch in the manner of athletes, no less. Press the dive button and your man goes ballistic, shooting about ten yards across the pitch, although the downside is that your quarterback spends a good deal of time face down in the turf.

> *"No longer do players trudge about like deep sea divers."*

Madden 97 is not without its problems, however, not least the big man's cretinous commentary. For instance, it's just crying out for a training mode to acquaint the beginner with the fundamentals. Anyone with less than an encyclopaedic knowledge of the game will be left high and dry, their arcade skills of little use in a game that relies on reading the play patterns and a clairvoyant ability to know where holes will appear.

Nevertheless, when you pull off your first long bomb or fingertip interception the urge to exclaim "Ooh yes!" while discretely punching the air will be difficult to resist, and red-in-the-neck American football fans couldn't hope for much more from 1997. MARK DONALD

"Winning isn't everything, it's the only thing" competition

Steve Wright, the unnecessarily large no. 66 of the Oakland Raiders, popped into the PC GAMER offices the other year and left us with six signed photographs of himself. The first five readers to write in and tell us which American football personality uttered the above immortal line will receive one of Steve's photos, and a sixth could win too, providing his name is Johnathan. That's Johnathan, with an h. Come on JoHnathan.

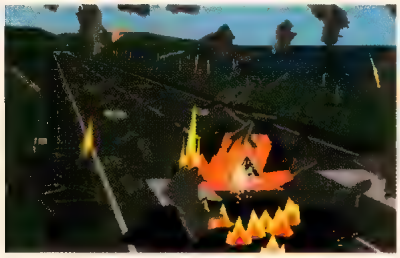
PC GAMER – THE VERDICT

The best American football sim on the PC, giving you as much of the game as anyone could stomach.

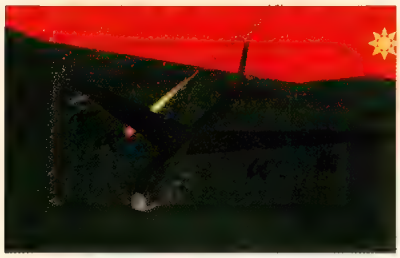
81%

A-10 Cuba

Publisher	Activision
Developer	Parsoft
Format	CD-ROM
Price	£40
Minimum System	486DX/66, 8Mb, x4 CD-ROM, SVGA
Recommended	Pentium, 16Mb RAM
Sound Support	All major sound cards
Release Date	Out now



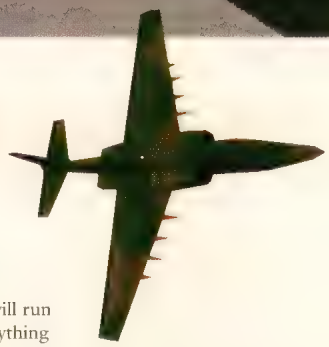
The DIY model of the A-10 Warthog. It comes in 1,300 separate parts and fits snugly together with glue.



Although we've waxed lyrical about *A-10*'s 'clean simplicity', the sun effect here is blatantly rubbish.

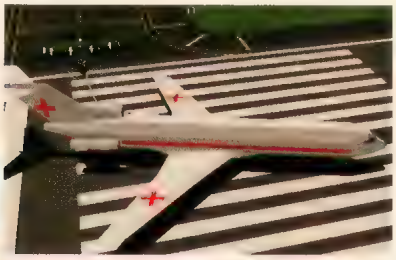
It may not look like it, but *A-10 Cuba* is an engaging, very playable flight sim. Not bad for a game that seems to be made out of Lego.

Raw

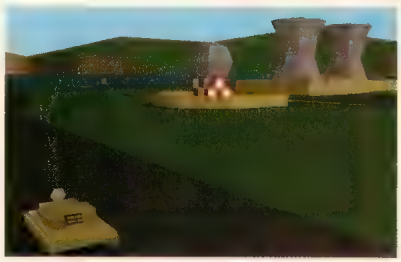


IT'S DOWNRIGHT SNEAKY. JUST when every company under the sun seems to be desperate to release a texture-mapped SVGA flight sim, with realistic topography and breath-taking scenery, Activision have come up with a game that looks about as cutting-edge as a tangerine. While sims like *F-22 Lightning II*, *Jetfighter III* and *EF2000* continue to show off advanced 3D engines that can generate snow-capped mountain peaks with nonchalant ease, *A-10 Cuba* shuns fancy shading and ignores multiple campaigns. Like Mindscape's *Su-27* or Digital Integration's *Tornado*, just playing it is like stepping back in time. As such, *A-10* immediately has a lot of persuading to do. Is it a believable flight simulation? In its defence you could say that, graphically, the game favours a minimalist approach. It has a raw, clean simplicity and will run smoothly on anything from a low-spec 486 to a Pentium. But while texture-mapping has been sacrificed in favour of a high frame rate and a target-rich environment, the more cynical amongst you might be thinking that the game looks like a load of old tosh.

The biggest mistake you can make with *A-10 Cuba* is to judge the game by its graphics. Admittedly, it's never going to take your breath away, and it's not exactly a game that will have people crowding around your PC uttering whispered 'wow's and 'blimey's. But appearances can be deceptive. Does Peter Beardsley have to look like a male model to be a brilliant footballer? Of course he doesn't. So despite the fact that *A-10 Cuba* has all the things that reviewers usually whinge about, like



Five minutes ago, this B-52 was a devastating piece of military hardware. Now, it's just a 20-ton lawn dart.



Fly across towns and villages, swoop low under bridges, destroy power stations; even if they're your own ones.

Five things you possibly know about the A-10 Warthog

1. The A-10 was designed for close air-support of ground forces and is a short-range but highly manoeuvrable aircraft that has short take-off/landing capabilities and Night Vision Imaging Systems.

2. The A-10 pilot is encircled in a cockpit of titanium armour that can survive direct hits from armour-piercing and high-explosive projectiles up to 23mm in size.

3. With advanced avionics, it can use its LASTE targeting system to calculate the impact points of freefall bombs and its Pave Penny laser-tracking equipment to guide Hellfire and Maverick air-to-ground missiles.

4. The A-10's 30mm Gatling gun can fire over 3,900 rounds per minute and the aircraft is capable of carrying up to 16,000 pounds of mixed ordinance including Mk82 bombs, Maverick AGM-65 missiles, Hellfire anti-tank missiles, Durandal anti-runway packages, 2.75-inch unguided high velocity rockets and AIM-9 Sidewinder missiles.

5. It can reach speeds of up to 420 miles an hour, seats one and is available in green or beige, and you can pick one up courtesy of the nearest friendly arms dealer for a mere $8.8 million. Call 001 555 432 276 for more information.

"The biggest mistake you can make is to judge the game by its graphics."

a flat, green landscape and triangular hills, it's still a lot of fun to play. Whether you'll ultimately like the game, though, depends entirely on what sort of flight sim fan you are.

If you're a casual flyer, impressed more by pretty visuals than mathematically correct airflows, then Sierra's lavishly drawn A-10 game *Silent Thunder* is probably a much better bet. But while the terrain graphics in Activision's effort are drab and dull, with a huge side-order of bland, developers Parsoft haven't skimped on the realism. The Warthog is one of the most agile aircraft in the US Air Force, a versatile weapons platform that can operate from short runways, fly at night and deliver a lethal array of weaponry. Just a tap on the keyboard, a flick of the mouse or an over-zealous tug on the joystick is often enough to send your multi-million-dollar aircraft spiralling out of control. Imagine the sensitivity of *Flight Sim 5.1* mixed with the destructive power of a modern warplane. The A-10 is a fantastic and exciting aircraft to fly.

As with any flight sim, it's also difficult to criticise *A-10*'s realism unless you've actually sat inside the titanium cockpit of one of these monsters and flown one for yourself. If anything, at least everything 'feels' right and *A-10 Cuba*'s saving grace is that it simulates the plane in exhaustive detail. For starters, the dynamics of the A-10 are very different to a modern jet's. Weapons are allotted various 'stations', and to fire them in the heat of battle you have to arm them and then select the appropriate station before tapping the right mouse button to watch the Maverick or MK82 bomb slip from its pylon. As the A-10 is a ground-attack aircraft, you rarely stray above 1,000 feet and, lacklustre ground graphics aside, it's still exhilarating to charge in low towards a phalanx of T-62 tanks, firing bursts from your cannon, especially when half of your wing is missing and you're frantically hitting the 'Z' key to activate the fire extinguishers on a flaming left engine.

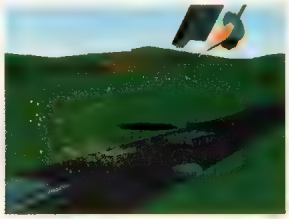
Realism is very much the watchword in

I love the sound of gunfire in the morning...

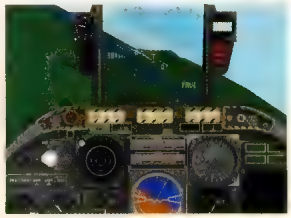
Looking at the specs for each sortie, you can customise the weapons package that your A-10 carries. Mk82 bombs, Hellfire anti-tank missiles, Durandal anti-runway bombs and Sidewinder air-to-air missiles are all available.

The missions in *A-10 Cuba* are recreated in every tiny, eensy-weensy detail, which means that there's no handy quickstart option to get you into the sky and fighting. You have to fire up the twin engines and taxi slowly to the runway.

Once you're up in the air, engage the TACAM navigation system and follow the waypoints to the target. The A-10's 30mm cannon, which runs the entire length of the aircraft, is powerful enough to rip through the armour of most ageing Russian tanks.



The missions in *A-10* involve much more than just tank-busting. There are bridges to be bombed, ammo dumps to be Mavericked and huge transport aircraft to be shot down. The A-10's air-support role is a wide and varied one.



A-10. For example, there's no handy quickstart option, and so, as with DID's *EF2000*, you have to taxi your aircraft from the hangar to the runway at the start of every mission. While to some this may seem a little tedious, it's at least tediously real. If anything, *A-10* manages to give you the feeling that you're sat in the middle of a fully-operational airbase. F-15s trundle along the apron towards the runway, small red trucks dart along roads; the whole world has life to it. The only thing that's missing is some digital chatter between tower and pilots. If Parsoft had managed to get this in there, the atmosphere would have been almost perfect.

Strangely it's the little things in *A-10 Cuba* that impress you the most; the minute attention to detail that every flight sim should have as standard. In *EF2000*, for instance, your wingman is liable to taxi his aircraft straight through you if you dawdle at the airbase. In *A-10*, however, the other planes in your flight will slam on their brakes and wait patiently for you to sort out your aeronautical arse from your elbow. Ailerons and rudders are tested in the hangars and smoke trails billow from B-52 bombers as they perform fly-bys, while any tanks that are unlucky enough to stray into your gunsights explode in a satisfying shower of metal and flame. Even the front wheel on the A-10 turns as you move the joystick. Okay, the world might look like a ten year-old has built it out of Lego, but it's a fully functional, finely detailed Legoland.

But while you can ignore the retro ground graphics, it's a bit harder to overlook the fact that *A-10 Cuba* has a limited number of missions. There are a few training missions to get you started, and a network mode so you can indulge in a little A-10 Deathmatch action. But once you've mastered getting your flying gun up into the blue, cloudless skies, just 12 missions doesn't seem like much of a challenge. They're varied enough, with tankbusting missions, raids on bridges and attacks on shipping, but *A-10* lacks anything vaguely resembling a campaign. There's nothing about one in the manual and nothing about one in the README file, so we can only assume that it doesn't exist. Twelve missions and that, flyboys and girls, is your lot.

> *"It simulates the plane in exhaustive detail."*

With all this in mind, it's difficult to look upon *A-10 Cuba* with generous, admiring eyes. If you're a true-blue flight sim fan, it's easy to ignore the limited graphic detail, and with increasingly difficult missions to complete, the game is a huge amount of fun to play. The aircraft are beautifully drawn, the attention to detail is superb and although the famous 30mm cannon sounds just like any other flight sim cannon you've heard, it's still a thrill to swoop low over the landscape, strafing tanks, trucks and ammo dumps. The music, on the other hand, is terrible, and *A-10* needs its funky, techno soundtrack like a walrus needs a subscription to the Radio Times. This and the glaring lack of a campaign structure to jack up the longevity are the only things that really let it down. *Su-27* proved that you don't have to stuff your game chock full of FMV sequences, whizzy front-ends and shaded phongs to create a realistic flight sim. *A-10* is good, but you just wish that there was much, much more to it. DEAN EVANS

Whizz vs detail: You decide...

***A-10 Cuba* may not have whizzy texture-mapped graphics, Phong-shading or anti-aliased cloud layers, but it boasts a fine attention to detail that is unmatched in most modern-day jet simulators.**

Do you plump for minute, but very basic, detail...

...or fantastic, texture-mapped graphics like this?

A missile truck, packed to the hilt with, er, missiles, waits patiently for the next awful A-10 pilot to appear.

PC GAMER – THE VERDICT

A-10 isn't much of a looker, but it's a rivet-perfect sim. It's not, however, going to last you for very long.

69%

THE POWER AND THE GLORY

Grand Prix Manager 2 simulates the work of the 200-plus people employed by teams such as Williams, Benetton, McLaren and Ferrari. Your aim is to build and test your F1 cars then take them to the circuit in top condition; driven by the **best drivers,** backed by the **richest sponsors.**

IN-GAME COMMENTARY BY FORMULA ONE LEGEND **STIRLING MOSS OBE**
BONUS GRAND PRIX MANAGER 2 SCREENSAVER

- Team profiles and photos from the 1996 season
- 10 complete seasons campaign plus 5 realistic scenarios
- In-game commentary from Stirling Moss OBE
- Animated TV-style sequences
- 4 player Network, Multi-player and 2 player Link modes
- Complete race views including 'Helicopter' mode
- By the publishers of Grand Prix 2; probably the greatest racing simulation ever made

F1 Grand Prix Managers are a **rare breed.** There are only a dozen or so jobs available in the world today and this is your chance to join their ranks.

The question is, can you handle it?

CD-ROM

For new release information and hints and tips on selected games, call the MicroProse Classified Line on 0891 555 111. This call will terminate after six minutes at a maximum cost of £2.94. Please seek the permission of whoever pays the bill before you call. MicroProse World Wide Web Site: http://www.microprose.com

Licensed by FOCA to Fuji Television. Game © 1996 Edward Grabowski Communications Ltd. Packaging and manuals © 1996 MicroProse Limited.

MICROPROSE

THE RIDGE CHIPPING SODBURY SOUTH GLOS BS17 6BN

EXTREME PUNISHMENT FOR CARS.

EXTREME PLEASURE FOR GAMERS.

PlayStation

PC CD ROM

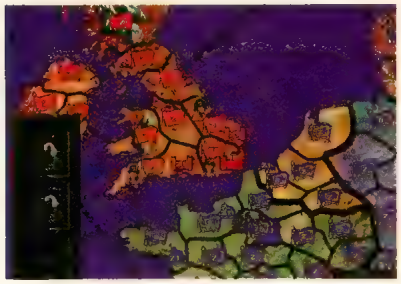
PSYGNOSIS

" and "PlayStation" are trademarks of Sony Computer E[illegible]
© 1996 PSYGNOSIS LTD. ALL RIGHTS RESERVED. Des[illegible] Psygnosis and the Psygnosis logo are trademarks of Psygnosis Limited.

DESTRUCTION
DERBY 2

Risk

Publisher	Hasbro
Developer	In-house
Format	CD-ROM
Price	£40
Minimum System	Pentium, x4 CD-ROM, SVGA, Win95
Recommended	As above
Sound Support	SoundBlaster Awe 32 or compatible
Release Date	Out now



Press on that hand-shaking icon on the right and you can form a web of temporary alliances for up to four turns. But, crucially, you're unable to attack your allies until the treaties expire. Whatever happened to good old backstabbing?

Moderate

Risk rules, except on the PC.

THE SCENE: THE PC GAMER office. A single light suspended from the ceiling casts a harsh glare upon the three figures hunched around the Risk board below.

Jonathan sits resplendent in full ceremonial dress, ostrich feathers rearing from his tricorn hat; Jim, in his favoured military junta shades and dripping braid, is pinned to his chair by a chest full of brass and ribbon; while Mark is unnervingly intense with his severe side parting, small moustache and piercing blue contact lenses.

Jonathan: Your three men on Yakutsk are an intolerable affront to my 50 strong Kamchatkan peace keeping force.

Mark: No! You mad fool, forget Kamchatka. It's Jim that's the enemy. All the Americas have fallen to his yellow peril.

Jim: Don't listen to him, Jonathan, the young upstart's blatant warmongering cannot go unpunished.

Jonathan: I'm not interested in the Americas – they're just a sideshow. It's your Yakutskian goat herders that are the real threat. They must be stopped. Now, defend yourself.

Mark: You deranged lunatic. Now Jim will sweep all before him. You've killed us all!

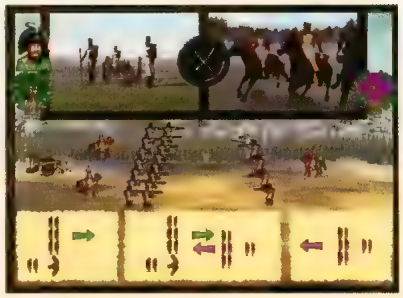
And so on, late into the night, as our mighty armies clash in grand campaigns of world conquest, swapping continents like football cards. I've loved Risk (the board game) for

> *"While* Classic Risk *is a little simple,* Ultimate Risk *piles plenty on your plate."*

years now. There's something about its blend of strategy and promise of unlimited global power that appeals to the megalomaniac in all of us. But despite the fact you're trying to wipe them from the face of the Earth, all that psyching out, backstabbing and humiliating of your opponents is a vitally gregarious experience. So, short of offering a free modem with every copy, Hasbro'll need something a bit special to make Risk work in the solitary PC medium.

To this end, towering over the original version of Risk that's also included, like Hunter from Gladiators next to Dr Ruth, is *Ultimate Risk*. Incorporating most of the features veteran players ever dreamed of, this is extreme Risk. But before I brief you fully, let us deal with *Classic Risk*. Unsurprisingly this is a virtually literal translation of the board game, allowing you to chuck enormous armies onto a world map and expand your influence by battling for territories, with dice playing the fickle finger of fate. It's perfectly playable, but that doesn't stop it being almost pointless. Destroy your automated adversary's North African power base and it doesn't curse you and all your children, declaring a Jihad upon your people. No. It just insipidly calculates its next move, interpreting such tectonic events in a dispassionate stream of 0s and 1s. It's as satisfying as telling a joke to a speak-your-weight-machine.

Now for our confrontation with *Ultimate*

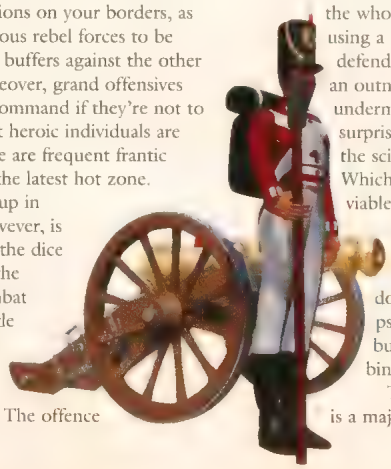


As usual, you'll watch the rendered sequences once.

Risk. A far worthier pursuit with all of its advanced features. The four new maps are huge, balkanised into well over a hundred territories each. And while *Classic Risk* is a little simple as a computer game, *Ultimate Risk* piles plenty on your plate.

Armies in difficult terrain (mountains, jungle, etc.) are tricky to dislodge, so strategic mountain ranges and jungle trails are key planks of defence. As is the placing of forts in strategically vital territories guarding the route to your capital. Troop deployment must now take into account the likelihood of natural catastrophe in areas prone to random events. And they can't just be plonked in the usual steamroller formations on your borders, as there are autonomous rebel forces to be crushed or used as buffers against the other great powers. Moreover, grand offensives need Generals in command if they're not to end in disaster, but heroic individuals are always rare so there are frequent frantic redeployments to the latest hot zone.

The major coup in *Ultimate Risk*, however, is the doing away of the dice to be replaced by the Tactical Card Combat System. When battle rages, this operates like play calling in American football. The offence and defence both have a number of tactics at their disposal and make a call to resolve an engagement. So if the attacker launched an assault on the right flank while the defender uncannily put his trust in defending the left flank, then you'd end up with a replay of the Charge of the Light Brigade and another cunning plan in ruins. Thus small forces can sometimes inflict stunning defeats on large ones. If, that is, they're on intimate terms with lady luck. For the system relies little more on skill than rolling the dice, being in essence a glorified scissors, paper, stone game. There are some subtler details – don't try a cavalry assault on a mountainous region, for example – but on the whole it overlooks such nuances as using a feigned withdrawal to entice defenders from a fortified position, or an outnumbered force fatally undermining a superior army with a surprise attack, and basically sticks to the scissors always beats paper formula. Which frustratingly means the only viable attacks (the age-old Risk problem) are luck-discounting sledgehammer versus nut match-ups. In multi-player mode it no doubt works far better, as psychology comes into play, but this is sadly absent against binary belligerents.



This absence of Risk psychology is a major problem in the Classic game and a slightly lesser one in the Ultimate version, and prevents you from pulling off masterstrokes of tactical genius. The most crucial aspect of the board game is being able to manipulate the other players – knowing you can ignore the annexing of Asia by your opponent because the third power will be forced to do the dirty work for you. In this game, however, the computer's a Gaddaffi-style loose cannon, far happier to start the Third World War with you in some irrelevant Banana Republic than secure a key border for itself in some lightly defended but crucial region. Thus you find yourself just piling up troops where the combative calculator is massing, knowing it to be beyond reason.

To be fair, Hasbro have done as fine a job as possible while remaining faithful to the board game. Although the strategic zoomed-out displays are poorly done and make it hard to follow the bigger picture, I disagree with those who worry that the maps looks like enormous golf courses. It is a moderately enjoyable game, but even the most ardent fan would have to steel himself for an all-night session of *Ultimate Risk*. MARK DONALD

PC GAMER – THE VERDICT

Risk is among the finest of board games, but a touch too simplistic and repetitive as a PC strategy game.

68%

LIFE IS FRAGILE

"Act fast, think faster. TetraCorp demands results. Your commission as a Mining Colony Director demands responsibility. Our alien 'comrades' do not think highly of amateurish attempts at negotiation. Go in fast and hit them hard. Remember, Trade War is as deadly as any other kind.

TetraCorp expects to be the biggest and best in every sector.... You had better want the same"

Speech by Kimb Lake: Day one of TetraCorp assimilation training: 20:08:2340

UPON GAINING COLONY DIRECTOR STATUS, TETRACORP WILL PROVIDE YOU WITH:

- *A stunning array of fully animated ships, weapons and buildings*
- *Hundreds of 3D rendered operational upgrades - Spy Satellites and Missile Silos to the latest in Mining Technology*
- *Superior In-depth colony management*
- *User-Friendly, point and click interface*
- *Face to face negotiations with motion captured alien cultures*
- *Spectacular battle sequences*
- *Colony Supervisors and Sabotage Agents at your command*
- *Mining opportunities throughout a vast galactic area*
- *Full network and multiplayer options*

REMEMBER, LIFE IS FRAGILE ....THE FUTURE IS IN YOUR HANDS

4/5 "...Everything you could wish for in a strategy game" C&VG

91% PC Home

4/5 "The graphics and gameplay are astoundingly good" CGW

DEEP SPACE INTENSE STRATEGY

OUT NOW

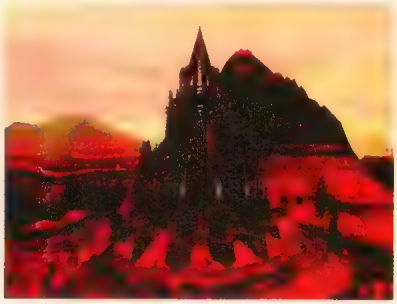
PC CD ROM

ive 1996. All rights reserved.

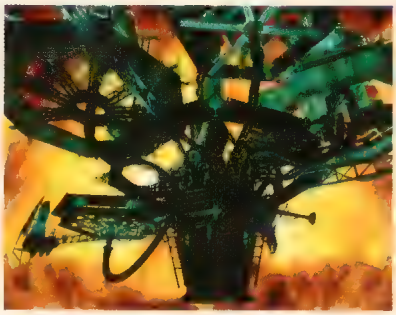
Gremlin Inter... Ltd., Gremlin House, 2-4 Carver Street, Sheffield S1 4FS, England
Tel: 0114 279 6020. Fax: 0114 ... 6581. Web Site: http://www.gremlin...

Gremlin INTERACTIVE

Ravage DCX



Publisher	Warner Interactive
Developer	Inscape
Format	CD-ROM
Price	£40
Minimum System	486DX/33, 4Mb RAM
Recommended	Pentium 90, 8Mb RAM
Sound Support	All major sound cards
Release Date	Out now



(Above, above-right and right) Looks smashing, doesn't it? But – bah – it's all pre-rendered, and you point at things and shoot them. Games like these are the Game-&-Watches of the PC, and will soon disappear.

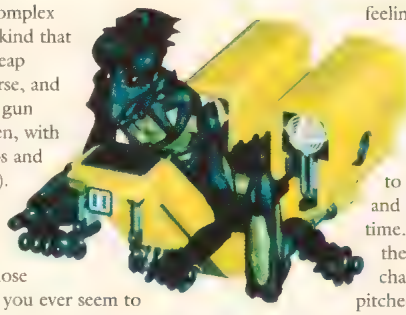
It's a game of tactics and cunning... or is it? Let's have a gander.

Derailed

AS STORY LINES GO – AND they do – *Ravage DCX*'s is one of those which, while it manages to include just about every sci-fi cliché going, going and gone, still manages to get even the blandest brain bodypopping in eager anticipation. A brief summary? Aw, g'wan then. Deep breath. A top secret government research programme breaks inter-dimensional barriers allowing power-crazed alien zombies set on universal domination free entry into our solar system and meaning you, as the lone survivor of a tiny rebel force, naturally, must travel through space and time in order to destroy the big metal alien dimension converters and ensure the safety of this little planet we call Roderick. Earth. Sorry.

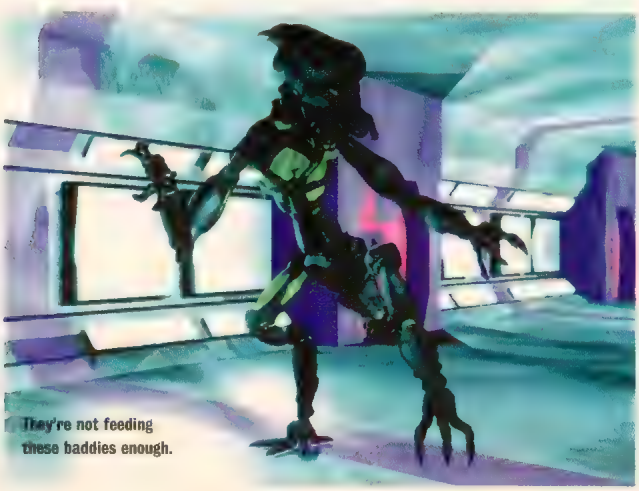
"Limited interactivity offset by pretty pictures?"

So how do you do this, you ask? Well, I will tell you, my child. You will need: your wits (two will do), complex machinery (the kind that enables you to leap about the universe, and suchlike), and a gun (one, large, green, with lasers and bombs and stuff, if possible). Additionally, you will need to have never played one of those games where all you ever seem to do is point a crosshair and press 'fire' in the vain, useless hope that all around you will think you possess some kind of control over your actions and are actually quite an impressive and skilled games player. Because I am afraid this is one such game.



So that's it, is it? Limited interactivity offset by pretty pictures? Well, yes and no. It's true that *Ravage DCX* revolves largely around your ability to move a small crosshair around a screen, essentially creating yet another Duck Hunt for the Nineties, and it's true that this means that, at times, the feeling of déjà vû is almost tediously relentless. However, it's also true that *Ravage* has been the subject of extreme, incessant love 'n' cuddles. Presentation-wise, it's a hard game to fault, with near-seamless, rendered, action-inserts to fill you in on how you're doing and update the story from time to time. Almost cinematic in their quality, they're matched by a thumping, charged soundtrack and a well-pitched range of difficulty levels that give the game its livin'-on-the-edge feel and complement the 3D graphics no end. Just wait till your cheeky gun-totin' little fella decides to walk you up some stairs, or makes you slide down a chute. Then you'll see what I mean, and no mistake, mister.

But it's the gameplay we're on about, innit? Sad to say, but it's becoming more and more apparent these days that it doesn't matter how exciting or polished or colourful or fast you make something like *Ravage* seem, if it's a game where you *watch* more than you *play* it doesn't matter how enjoyable the view is, it's no game to spend all of £40 on. By all means play it as a replacement for a stolen set of plastic garden boules. I mean, it's fun enough. But a good, solid, state-of-the-art investment it ain't. DANNY WALLACE



They're not feeding these baddies enough.

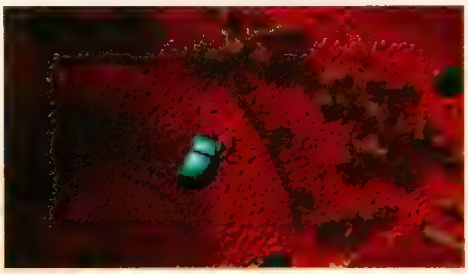
PC GAMER – THE VERDICT

This lacks substance and gameplay, but excels at just looking and sounding fantastic.

63%

Death Rally

Publisher	GT
Developer	Apogee/Remedy Entertainment
Format	CD-ROM
Price	£20
Minimum System	486DX2/66
Recommended	Pentium 90
Sound Support	SoundBlaster and compatibles
Release Date	Out now



(Above) Whoops a daisy. Another spectator falls under the wheels.

(Left) A rogue mine means we're out of the race.

From the people who brought us the innovative *Duke Nukem 3D* comes an old-fashioned racing game.

Clunky

WAY BACK IN THE MISTS OF history, when state of the art meant an extra Meg on your Amiga, there was a cracking little racing game called *Supercars*. A top-down racer of little renown, its simplistic graphics nevertheless concealed some furious driving fun and it was positively fearsome in multi-player mode, allowing you to race around outrageous tracks, ram your mates off the road and snigger as you planted a homing missile right up their exhausts.

It was with some relish, then, that I anticipated the resurrection of this genre in the form of Apogee's *Death Rally*, which promises a welcome return to those heady days of top-down carnage. Starting your career with the predictable old banger, your aim is to compete in the World Death Rally Championship, slowly building your vehicle into a turbo-charged, high-octane killing machine which will leave competitors eating your dust.

Success depends on winning races and accumulating prize money, which can then be spent in the repair shop souping up your current car or splashing out on a flash new motor. If you choose to delve into the sinister underground market, more devious accessories, including mines and spiked bumpers, become available, and you even have the opportunity to sabotage arch rivals before they get out onto the track.

So you hit the start line, you've got the green light and you charge furiously off into the lead, machine guns blazing. What next? Well, you'll find the usual collection of power-ups, ammo and extra cash scattered around the courses, and your opponents are quite capable of giving you a fairly decent run for your money. The ability to run down spectators provides some *Death Race 2000* style amusement, there's some interesting weaponry to discover, and the mushroom power-up (down?) is truly psychedelic in its scope. However, with all that said, I've still got to confess that *Death Rally* is, frankly, a little disappointing.

> *"It's entertaining enough in a shallow kind of way."*

Don't get me wrong: for a cheapie it's entertaining enough in a shallow kind of way and will doubtless provide more than a few hours of mindless amusement. However, ultimately it lacks real depth and, in spite of the technology and management aspects, plainly fails to set the old pulse racing.

What might just redeem *Death Rally* from being stuck in the slow lane altogether are its multi-player options. Ramming your mate's car into oblivion or just blowing it clean off the road is infinitely more satisfying than duelling with computerised foes. Modem and serial links are both supported, but if you've lugged enough PCs around to take advantage of the four-player network option, it probably won't be too long before thoughts of launching a *Quake* server enter your mind. JOHN HOULIHAN

Gentlemen, start your engines and prepare for a race to the death.

PC GAMER – THE VERDICT

Death Rally is amusing enough fare for an hour or two, but ultimately it lacks longevity.

62%

http://www.peperami.com/nash/main/disfigure/bash/

Daytona USA

Publisher	Sega
Developer	AM2
Format	CD-ROM
Price	£40
Minimum System	P90, 8Mb RAM, x4CD-ROM, SVGA
Recommended	DirectX compatible card
Sound Support	SoundBlaster 16
Release Date	Out now

There are four driving views in the game. The 'way out behind' is pictured at the top and the 'cockpit' is above.

The 'front of car' view (above) is no use at all. The 'behind' view (below) is the default and easily the best.

Stalled

Take the letters D, A, Y, T, O, N, A, U, S and A. Add the letters P and C. Rearrange to form VIDEOGAME TRAGEDY.

BAD THINGS HAPPEN IN LIFE. If bad things didn't happen, good things couldn't happen either. If there were no good or bad things in life, there would only be things. This would make life very dull, which would be a bad thing.

Daytona USA (arcade) is definitely one of life's good things. Play it on a plain, upright arcade unit and marvel at the sheer sense of speed, the smooth graphic reality and the slickly realistic car handling. Play it on a cabinet with steering feedback, marvel at the above and sweat as you wrestle your car around the corners. Play it on a multi-link cabinet against up to eight like-minded souls, re-marvel at the above, continue sweating and get very triumphalistic as the 'Winner' screen flashes up and your defeated opponents start making their excuses. Play it on a multi-link cabinet with hydraulic-response seating, take marvelling to a professional level, gain sponsorship from Right Guard, attain Schumacher-esque arrogance and enjoy stomach-churning sensations only previously available in Italian taxis. *Daytona* is a

Crashes are still the most spectacular of any racing game. They're generally best avoided though.

The expert track is extremely long and extremely difficult. The game will pall long before you master it.

Cheater

On tracks two and three, you'll start the race stationary from the back of the grid. To gain a 'rocket start' (and zoom past the other 19 cars in the race more-or-less on the first straight) hold down the brake and keep the rev counter between 6,000 and 7,000. When the starter shouts 'Go', release the brake and you'll fly off.

The best cheat in the game without a doubt.

landmark racing game. Words such as 'historic', 'inspirational' even 'paradigmatic' have their tracksuits off and are warming up on the touchline waiting for an appearance in conjunction with it. *Daytona USA* (arcade) is a good thing.

But as we've already discussed, for every good thing, there must be an equivalent bad thing; for every Morecambe and Wise there must be a Cannon and Ball; for every Pulp

> *"All the faults of the Saturn version are here in all their glory."*

Fiction there must be a Natural Born Killers; for every John Lennon there must be a Noel Gallagher. Up until now it was thought that the counterbalancing evil for *Daytona USA* (arcade) was *Daytona USA* (Saturn). As a conversion of the great game, the Saturn version boasted a screen size specially reduced by awful black borders, a dreadful graphic draw-in problem (see 'Day clipper' box), a complete absence of a two-player mode, the worst music in the history of humanity, no extra tracks, and a sickening absence of the sweat-inducing sense of speed that made its arcade forerunner such a hit.

However, *Daytona USA* (PC) has affirmed that the measured evil of the Saturn version has not been sufficient to cancel out the magnificence of the original. For something really good, we have to have something really bad, and only two stinking home versions of *Daytona* are going to be sufficient.

And Sega have made really sure this time. All the faults of the Saturn version are here in all their glory, plus, because the game has not been reprogrammed from scratch, a whole extra raft of despair has floated in as well. Gamers can either opt for a Gameboy-sized mini screen to peer at or a galumphing full-screen display moving at pensioner, frame-per-day speed. Somehow, though (and this was the real masterstroke), the PC game has managed to eliminate the one thing that the Saturn version had more-or-less right: the car handling.

Yes, whereas the original successfully convinced the player that: (a) travelling at 200 mph around a tightly twisting track was a VERY SCARY THING, and (b) you have total, if tenuous control of a very powerful racing car; *Daytona PC* only leaves you wondering: (a) if travelling at 200 mph is this sedate why aren't we allowed to do it on the motorway, and (b) what are the keys again, the set I'm using don't appear to work? Other distressing things happen. On the long straight sections of all three circuits, the track appears to stop and moonwalk backwards towards your car in a weird, almost stroboscopic effect. And other cars don't drive around the course, they float sedately past at ever-so-slightly the wrong ☛

Day clipper

Daytona **was originally designed and programmed exclusively for Sega's massively powerful Model 1 arcade board. As there were no home systems powerful enough to even contemplate the game at the time, and because arcade games are still Sega's main priority, the development team AM2 were given full rein to come up with the most visually impressive set of courses that they could manage. Which they did – *Daytona* still doesn't look dated getting on for four years after its release.**

However, when the Saturn version of the game came to be programmed, Sega initially found that the machine could not cope with the speed or graphical complexity of *Daytona*'s three tracks. Instead of scenery building up gradually on the horizon, it would suddenly be drawn in in blocks. In some situations this 'clipping' is so bad that the race track seems to be created out of the ether only a hundred or so meters in front of the car. And if you can't see where the track's going, it makes driving rather tricky.

Daytona PC **is a reworking of this flawed Saturn code, and all its glaring inadequacies have come through shining and magnified. It's not that a super-fast Pentium would make the clipping on Track Two (pictured) any better, the fault is in the code – it's just not very good.**

Where's the track then?

The mirror crack'd

Another complaint about the original Saturn version of *Daytona* was that it didn't include any extra tracks over the original arcade three. A mirror mode (where the same three tracks are constructed in reverse – complete with backwards lettering) was included to placate angry fans, but as any serious gamer knows, that's never really good enough.

To access the reversed tracks in the PC version of the game, hold down SPACE while you select your track.

Hold down SPACE and everything's reversed.

angle. Unfortunately, you get a lot of time to look at things like this in *Daytona PC* because you're certainly not enthralled by the racing.

Yes, yes all the 'extra features' that Sega put into the Saturn version are included, present and correct. You get two additional cars for placing first in each of the three tracks. The dismal 'Time Attack' mode (race on an empty track to gain your best time) is there, as is 'Mirror' mode. They've probably also included the option to race as a polygon horse, without wheels and in kilometres-per-hour instead of miles. Why these titbits should have taken up valuable programmer time when a two-player, split-screen mode was what was plainly needed is anyone's guess.

The only improvement the PC game can show over its Saturn brother is its screen resolution in SVGA. However, to run it at full screen at anything like full speed, you're going to need a PC capable of defending earth from a full-frontal alien invasion. And if you've got one of those, there are lots of far more enjoyable things you could be doing with it than playing a version of *Daytona* that will make fans of the original cry.

Fundamentally, Sega have a problem with their entry into the PC market. On the one hand they don't want to discourage any potential console-buyers from buying Sega's own proprietary hardware (the Saturn). After all, Sega charge games companies to release Saturn software, and it's in their best interests to ensure that as many people buy into the format as possible. On the other hand, though, there are lots of PC owners who are never going to sully their hands with a console, which means that Sega can never make any money out of them. And Sega need money. With *Daytona* in mind, Sega's answer to this little conundrum seems to be to bang out Saturn inferior PC software and market it on its reputation. The writing should have been on the wall with *Bug!*, a flawed Saturn game further flawed by its low-rent PC conversion.

So in two attempts, Sega have cancelled out the brilliance of their arcade racer. More honestly, they've buried it and held International Come Dancing on its tombstone. A few more PC conversions like this and Sega's reputation as a super-league software publisher will suffer the same fate.

Virtua Cop, Panzer Dragoon, Sega Rally, I fear for your safety. JAMES ASHTON

Another clipping problem. The ship doesn't appear until you're almost on top of it.

The pit-stop routines are flash, but there's no gameplay value to them whatsoever.

PC GAMER – THE VERDICT

It's like seeing Man United relegated to the Vauxhall Conference. Only much, much sadder.

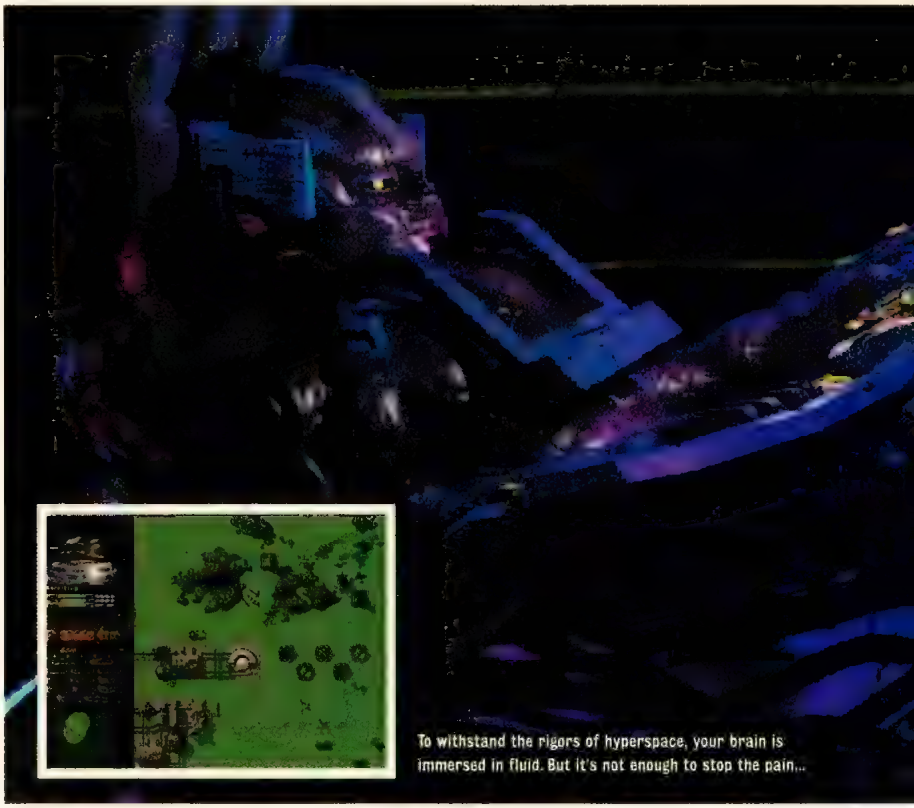
65%

Unlike some stand up
comedians.... Mutant penguins
don't need gimmicks
PC CD-ROM &
WINDOWS 95
GAMETEK

MAX

Publisher	Interplay
Developer	In-house
Format	CD-ROM
Price	£45
Minimum System	486/66, 8Mb RAM, x2 CD-ROM
Recommended	Pentium 90
Sound Support	All major cards
Release Date	December

So, you want to know whether *MAX* is any good, do you? Well it's not your turn yet, it's mine. Lovely weather we're having, isn't it?



To withstand the rigors of hyperspace, your brain is immersed in fluid. But it's not enough to stop the pain...

More units than the weather forecast

There's a massive array of buildings and troop types for you to toy with in *MAX*. Indeed, the sheer number gives a good indication of just how complicated this game is. So, taking a deep breath:

Buildings: Light Vehicle Plant, Heavy Vehicle Plant, Air Units Plant, Shipyard, Mining Stations, Materials Storage Unit, Fuel Storage Unit, Gold Storage Unit, Power Generators, Power Stations, Depot, Hangar, Dock, Gold Refinery, Connectors, Radar, Anti-Aircraft, Gun Turret, Artillery Turret, Missile Launcher, Landing Pad, Bridge, Water Platform, Concrete Block, Road, Eco-sphere, Research Centre, Training Hall.

And onto the mobile units: Infiltrators, Infantry, Constructors, Engineers, Repair Unit, Bulldozer, Scouts, Surveyors, Supply Trucks, Fuel Trucks, Gold Trucks, APCs, Scanners, Mobile Ati-Air, Mine Layers, Tanks, Assault Guns, Rocket Launchers, Missile Crawlers, Fighters, Ground Attack Planes, AWACs, Air Transports, Escort Ships, Corvette Ships, Gunboats, Submarines, Sea Transports, Missile Cruisers, Sea Mine Layers and Cargo Ships.

Oh, and all these units are fully customisable. If this glorious multitude has you salivating over your hex-squared paper, you'll probably love *MAX*. If not, you'll probably be wondering if any computer game can really justify having three types of goods trucks.

Plodding

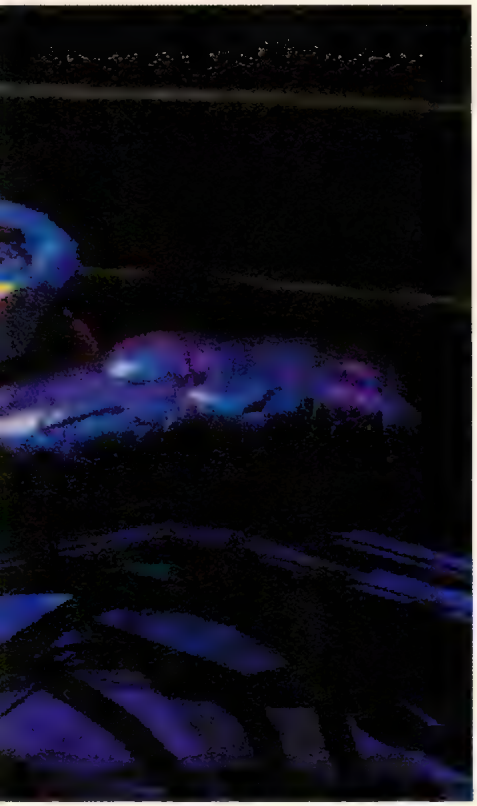
THE MOMENT YOU START playing *MAX*, you realise that war is hell. Picture the battlefield. You're lining up with your best square-jawed high school mates, being gunned down for a cause you don't believe in and then every three minutes you have to stand on the spot while the enemy has a go.

Of course, it would be unfair to criticise *MAX* simply because real-time games like *C&C*, *Warcraft II* and even *Dune II* (not to mention a veritable army of clones) have demonstrated just what good fun war can be. Indeed, there may still be legitimate cases where the rigid structure of a turn-based game (or even a so-called simultaneous turn-based game) is demanded. But as we'll see, this isn't one of those cases, and I wanted to make that clear from the start.

On with the plot. You play the MAX commander and it's your task to colonise new worlds. Unfortunately, seven other MAX commanders and their clans have the same aim. Each has its own special attributes – faster planes, better defensive units and so on. There's no graphical diversification – just barely distinguishable colour differences mark your troops from your enemies.

There are custom games, single missions and a campaign game, but the basic aim remains the same. To win a planet, you must establish more eco-sphere structures than your opponents. Starting with a few seed units, you mine gold, raw materials and fuel to fund further expansion. There's an enormous number of buildings available, and each must touch power generators to work, making your base a sprawl of interlinked structures. Many of the buildings have specific material requirements, special manufacturing capabilities and some can even be switched on or off. Most buildings hum with their own distinctive menace, a neat touch.

To create a building, you use either a constructor or engineer unit, depending on the building type. You first load it with raw materials from the base, then move it into position and set it to work. While this has a certain (limited) charm, it scarcely justifies the effort. Imagine if *SimCity 2000* had gangs of workmen roaming around (indeed, being ordered about turn-by-turn). Do I hear you argue that this isn't *SimCity*? You fell right into my trap.



Like pulp actors in a Mexican standoff, your units must decide whether to move or to shoot.

It's quite overwhelming. Why, when all the recent classic action-strategy games enable you to build as you see fit, must it be such a chore in *MAX*? Every development team needs somebody who's able to distinguish between what's fun and what isn't, and *MAX*'s was clearly somewhere else in the building playing *C&C* at the decisive moment.

But this construction business is realistic, someone mutters into their coffee. Sure, buildings sprouting effortlessly up isn't stunningly accurate, but what's next? "Sorry, you cannot visit the little boy's room this turn, all your movement points are exhausted."

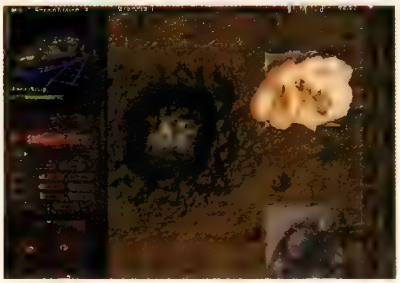
Despite these complications, you eventually determine what's relevant and ignore the rest (just as the design team might have). Running your base becomes a nuisance, rather than a curse, which is just as well, because it's boring being pasted by the enemy as you try to learn the ropes.

This brings us full circle. Combat in *MAX* is frustrating because it's so complicated, so laboured and so unspontaneous. Apart from your turn-replenished movement and shot points, combat hinges on two parameters: scan and weapon range. Enemies outside your units' scan range are fogged, or more accurately, they're invisible. No attempt is made to distinguish hidden terrain, which means you must rely on graphical circular range representations. It's war by Venn diagrams. Tanks sit between the intersecting ranges of other tanks, scouts skirt into view, you press F1 to see them and then they're gone.

Simultaneously turn-based, *MAX* is annoying because the computer is much better than you. At least turn-based games balance out the inherent advantage the computer has in real-time scenarios, where it can move all its units concurrently. The average human has trouble beyond a couple. For instance, *Warcraft II* often degenerates into massive brawls, because it's so difficult to orchestrate anything else. But simultaneous turns destroy this one advantage; the computer is infinitely more aware than you and every turn begins with a wave of strikes from the enemy. You tend to spend your turn mopping up the damage.

"If you persevere with it, you'll find there is a challenge."

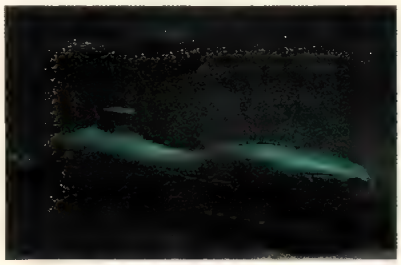
And as a pure turn-based game, the dull action *MAX* engenders is unjustified. Arguably, you need discrete turns to oversee your base, but that's because it's so unwieldy in the first place. In combat, all you really do is shoot and move. *Mission Force: Cyberstorm*, for example, justified turns because the terrain and the massive complexity of each individual Mech demanded each unit was finely tuned. But *MAX*'s units are idiot affairs, and the resulting battles are like *C&C* with a stammer.



Losing an eco-sphere seriously reduces your chances of victory. Time to send in another construction unit.

Why, considering the points outlined above, has *MAX* not got a spectacularly low score? Simply because if you persevere with it, you'll find there is a challenge there. *MAX* can boast plenty of nice touches – the sound effects and spinning 3D rendered vehicles are lovely. There are tons of unit types, and a real attempt has been made to provide a variety of single-player missions.

The trouble is, while *MAX* has been competently realised, another game altogether should have been made. NATHAN JONES



Taking turns together

***MAX* boasts a simultaneous turn-based structure. This means you and your opponents can all move and fire your units at the same time, until nobody has any free moves left. As the turn concludes, a countdown phase begins, say 45 seconds long, before everybody's units are refreshed and the next turn begins.**

Unfortunately, this approach leaves you with the worst of both systems: it's not anything like as fluid as a real-time game and it's not got the comforting reassurance of a strictly turn-based encounter.

PC GAMER – THE VERDICT

Bewildering and time-consuming, *MAX* will bore any but the most committed wargamer.

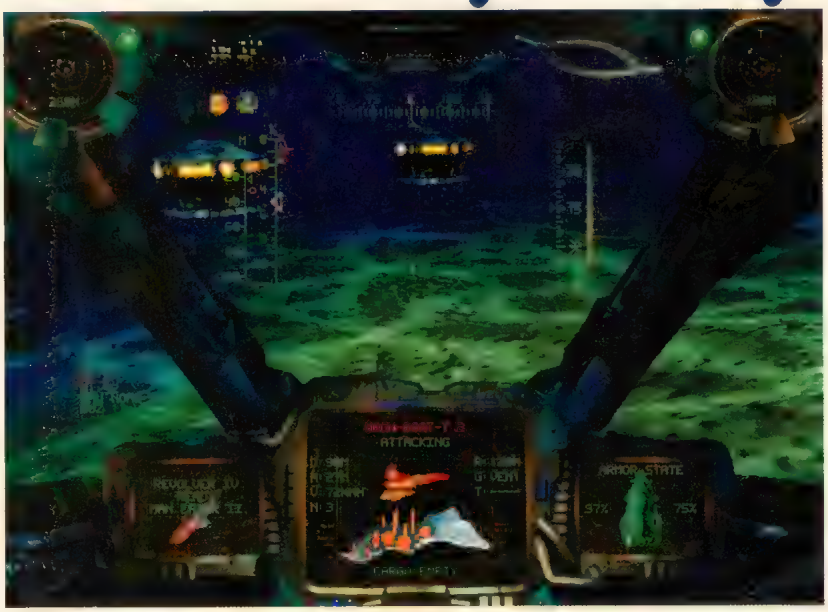
61%

RE-LOADED
Are you?... You should be
A huge slice of 3D blast 'em up action, now on PC.
PC CD ROM
PlayStation
"PlayStation" are trademarks of Sony Computer Entertainment Inc. © 1996 Gremlin Interactive Ltd.
All rights reserved.Gremlin Interactive Limited, Carver House, 2-4 Carver Street, Sheffield S1 4FS, England.
Tel: (0114) 279 9020 Fax: (0114) 276 8581. Website: http://www.gremlin.com Screenshots from PlayStation version.
CATCH US ON THE WEB
Gremlin INTERACTIVE

Archimedean Dynasty

Publisher	Bluebyte
Developer	Massive
Format	CD-ROM
Price	£40
Minimum System	486DX/100, 8Mb RAM, SVGA
Recommended	Pentium, 16Mb RAM
Sound Support	All major cards
Release Date	Out now

Instant *Elite* game, by phidas! Just add water and it swims. But not quite.



Codding

WITH *CREATION*, *SUB-Culture* and *Aqua'Tak* all on the way, *Archimedean Dynasty* is the first of a new school of 'commotion in the ocean' games which are exchanging the final frontier for the fluid frontier. Unfortunately, Blue Byte's solution is no more than a watery *Elite*, substituting the blackness of space with the blue of the deep, stars with bubbles, scanners with sonars and space stations with waterproofed Bladerunner style cities. There is no doubt that this trusty formula of missions, shipbuilding and dogfights is reasonably enjoyable, but *Archimedean Dynasty* is to *Elite* what Battlestar Galactica is to Star Wars.

The plot is your usual off-the-peg, post apocalypse, you're-the-only-hope thinwear yarn. You're a mercenary called Deadeye, and you feel compelled to say things like, "I'm Deadeye, I hit every time," when you meet girls.

"The story is not so much a web of intrigue as a string."

As is the way of such things, the whole soggy saga unfolds as you click on the parts of the little rendered bases marked 'bar', and click on text-driven dialogue.

Soon everything is proceeding according to plan. You pick up jobs, sink a few bad guys and spend your booty upgrading your craft, which at the start of the game has all the potency of a rubber duck.

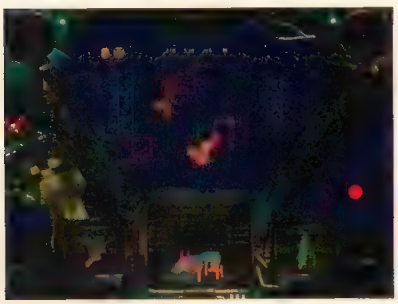
The story is not so much a web of intrigue as a string, frogmarching you from one plot waypoint to the next and rarely branching beyond a couple of missions at a time.

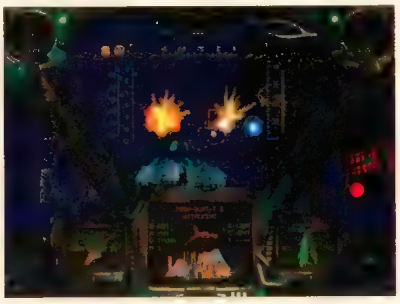
And this lack of real depth also mars the all-important in-mission combat. Owing a rather large debt to *Elite*, these 3D dogfights have you twisting and turning through swarms of attackers, lining them up on your altitude scanner and dispatching them with torpedoes. However, the baddies don't seem terribly batey. Don't bother them and they won't bother you. Of course, such a neutral course won't get the mission done, but until you can afford the appropriate upgrade your ship doesn't regenerate damage, so once you're plugged you've got to live with it. What's worse is that there's no tactical-retreat-to-base option. So although you know you're going to die the next time somebody deflects a sonar ping off your bow, you have to carry on or restart the whole mission again. With the result that the tasks in hand become all too familiar.

Graphically, too, *Archimedean Dynasty* is less than convincing. The ships and cities are passable, but the deep is simply a flat blue rather than a murky, particle-laden depth. And if you dive directly for the sea floor, you don't crash but just seem to go straight through it.

Ultimately, this sums up the problem with the entire game: it's got too many holes in it. You should be able to totally immerse yourself in games like this, but with *Archimedean Dynasty* you're merely paddling in the shallows.

MARK DONALD





Let the current gently waft your submersible opponents into your sights and then dispatch them to a watery grave.

PC GAMER – THE VERDICT

Archimedean Dynasty has set the sub standard. Let's just hope the rest can rise above it.

69%

SAND, SUN & SEX

You have 70 tons of hardware, a 120mm cannon and enemy T80's advancing through the dunes...

IT'S NO DAY AT THE BEACH!

Across the scorching deserts of Iran, the bloody fields of Bosnia and the vast steppes of The Ukraine, lead your platoon into battle or face the strategic challenge of Company command.

The designer who brought you M1 Tank Platoon® combines the U.S. Army's state-of-the-art fighting machine with real world scenarios in *i*M1A2 Abrams™, the definitive tank simulation.

For PC (Windows™ 95)

Playable via modem or network.
Visit our web site at www.imagicgames.com.
Interactive Magic, The 3D Internet Gaming Company.
Tel: (UK) 01344 409399, (USA) 919 461 0722, (Germany) 5241 968220.

CHARYBDIS ENTERPRISES, INC

INTERACTIVE MAGIC™

©Interactive Magic all rights reserved. Windows is a registered trademark of Microsoft Corporation.
M1 Tank Platoon is a registered trademark of Microprose Software Ltd.

Steel Panthers II

Publisher	Mindscape
Developer	SSI
Format	CD-ROM
Price	£45
Minimum System	486DX2/66, 8Mb, x2 CD-ROM
Recommended	As above
Sound Support	SoundBlaster compatibles
Release Date	November

'Modern Battles' is this game's subtitle. And modern battles do indeed break out.

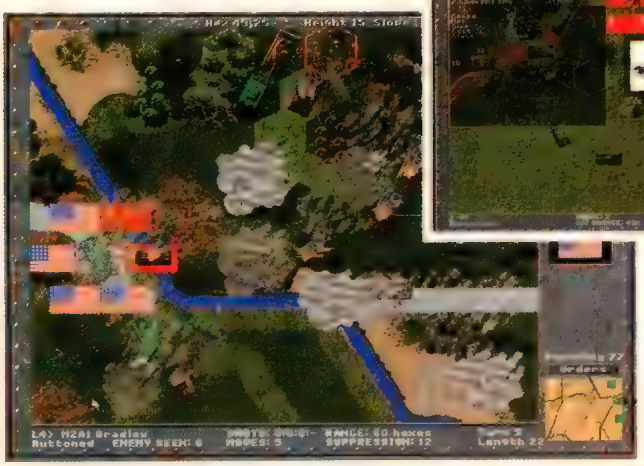
Steelier

WERE I, THROUGH SOME difficult-to-imagine set of circumstances, to have to name my favourite wargame on the PC, I'd unhesitatingly plump for *Steel Panthers* (PCG 24, 84%). While steadfastly turn- and hex-based, it manages to be unusually exciting by mixing movement and attack phases into a freeform whole and by making it almost invisibly easy to give orders to units. Of the hundreds of wargames I've played, generally unwillingly, it's one of the very few that I wanted to carry on playing after it ceased to become necessary. That was over a year ago, though, and since then it's been replaced in my affections by even faster-moving, more accessible games like *C&C* and *Warcraft II* – not quite the same thing, of course, but I'd rather play them. Can *Steel Panthers II* rekindle my interest?

It's definitely onto a winner with the 'modern battles' idea. Everything from the 1950s to the near future is included, with the appropriate hardware from each era, and scenarios ranging from Korea to Vietnam to the Arab/Israeli conflict to a hypothetical Soviet/Allies clash in 1980 to the Gulf War to an imaginary war with China at the turn of the century. New hardware is gradually introduced, beginning with bazookas and F-84 Sabers and building up until you've got helicopter gunships strafing Iraqi troops while A-10s drop cluster bombs on their heads.

> *"Achieves everything it sets out to."*

The sheer scale of *Steel Panthers II* is revealed if you go into the editor. Here it's possible to pit virtually any two countries in the world against each other at any time in history. So you can have, say, Norway and Brazil battling it out in the desert in the 1970s, and both sides will have exactly the hardware they ought to. There's huge potential for wargaming fun here, although it does rob the preset scenarios of a little of their mystique.



(Above) Vast reservoirs of information can be called upon, including a complete encyclopaedia.

(Left) The map can be zoomed in and out at will, which is extremely handy. Yes.

The engine itself remains largely unchanged. When it's your turn you can click on a unit, move it a bit, attack something with it, move it a bit more and so on. It's fast and straightforward, and can be speeded up still further with keyboard shortcuts. It's a bit annoying the way that when you switch from movement mode to line-of-sight mode the screen doesn't update until you scroll it. And, playing it on our Ultimate PC, I found that when I went for one of the icons I'd often brush the edge of the screen and cause the map to scroll off to the right at 2,000 mph. And I wish it would stop switching out of Auto-formation mode without me asking it to. Otherwise, though, this is the most comfortable way of playing historical wargames on the PC.

With suitable sound effects and some astonishingly stirring music at the beginning, *Steel Panthers II* achieves everything it sets out to, and is excellent value for money. I will probably carry on playing *Red Alert*, though, to be honest. JONATHAN DAVIES

PC GAMER – THE VERDICT

Steel Panthers II is a fast-paced strategy game with plenty of scope for experimentation.

80%

Clandestiny

Publisher	Electronic Arts
Developer	Trilobyte
Format	CD-ROM
Price	TBA
Minimum System	P60, 8Mb RAM, Windows 95
Recommended	16Mb RAM
Sound Support	SoundBlaster and compatibles
Release Date	Out now

Loads of frustrating puzzles linked by sumptuous graphics. Now there's a novel idea.

Auld

SCOTLAND SEEMS TO BE enjoying a bit of a renaissance at the moment. Irvine Welsh, Braveheart and so on. They even qualified for a major football tournament, actually won a game and only lost 2-0 to the auld enemy. Ah, those halcyon days. This is too much though. What we're looking at here is enough to turn the stoutest Sassenach green... Scotland has just landed the lead role in the new Trilobyte blockbuster, *Clandestiny*.

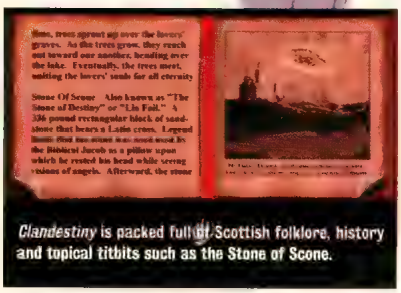
Remember Trilobyte? The people who shook the world with *The 7th Guest*? The same people who kept you hanging on for its sequel,

"This isn't the sort of fodder you want to be feeding your toddlers."

The 11th Hour, until you were sure that it was going to deliver a similarly Earth-shattering blow. It didn't, of course. And, yep, this time around, surprise, surprise, they've followed exactly the same formula, complete with beckoning hand, pulsing brain and rolling eye.

Clandestiny is a cartoon extravaganza set in the mists and grandeur of Scottish folklore. Fresh from the safety of his sanitised American dream comes Graeme ("I come from a long line of very happy wimps"), to claim his rightful title as 13th Earl of MacPhile. Big mistake, and he knows it. Shame his wife doesn't: "Do they call me Lady Earl?"

The attention to detail is immaculate. The graphics inspire lust and the accompanying score fluctuates with dramatic precision. Yes, it's the same as *The 7th Guest* and, yes, that was released five years ago, but what the heck? Why kill the goose that lays the golden egg? Certain elements have been tweaked: there are a choice of three different levels and a variety of ploys to speed up the plot. In addition to the usual gestures, the beckoning hand can now help you hitch back to the entrance of a room or spin you around 180 degrees. Most significantly, Trilobyte have dropped the smooth-scrolling graphics in favour of fast-wipe screens. It takes a bit of getting used to, but the map manages to keep you in check most of the time.

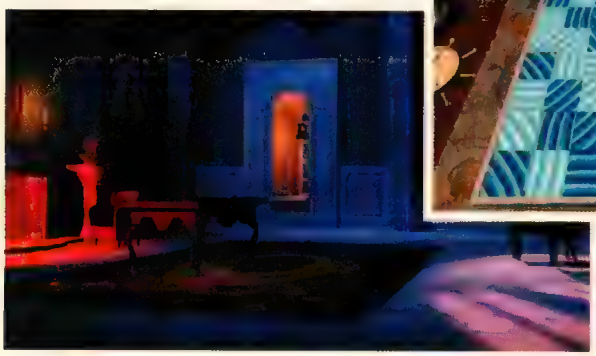


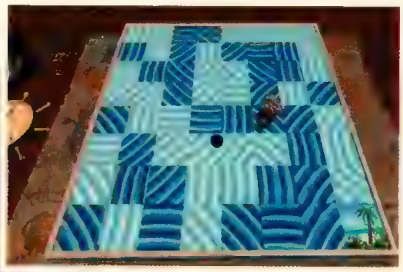
Clandestiny is packed full of Scottish folklore, history and topical titbits such as the Stone of Scone.

It might be a cartoon, but don't go thinking that Trilobyte have gone soft. This isn't the sort of fodder you want to be feeding your toddlers, unless snakes crawling through eyes and (literally) legless ghouls help them sleep at night.

You should know if this is your particular highland blend. There's nothing new and original about it, but it still works a certain charm. The presentation is immaculate, the puzzles are hard – without proving suicidal – and ultimately it's an enriching experience. Come and meet your *Clandestiny*.

DAVE WOODS





(Above) A typical Trilobyte teaser. Can you read the winds to reach paradise? (Left) It might look inviting, but Castle MacPhile holds a dark secret.

PC GAMER – THE VERDICT

Puzzles. Gorgeous graphics, puzzles, sexy sound, and a strange sense of déjà vû. And yet more puzzles.

79%

Cal Jones - Reviews Editor
Computer Gaming World UK
"The most utterly addictive game we've ever played, it beats the opposition hands down... it's brilliant."

Dan Slingsby - Editor PC Format
"If you're desperate for a decent fix of real time strategy action and you were as disappointed in Z as we were, War Wind is definitely for you."

WAR WIND™

PC ZONE RECOMMENDED

Chris Anderson - Deputy Editor PC Zone
"If you were to ask me why I'd buy War Wind over Warcraft 2, I'd say because War Wind you'd still be playing in 3 months time, where Warcraft 2 you'd probably get fed up with after a couple of weeks, if that."

Windows 95 HOT GAME

One wargame that won't send you to Zzzzzzzzzz... We know our craft!

Visit the War Wind Website:
http://www.warwind.com

SSI

MINDSCAPE

Charles Avenue, Maltings Park,
Burgess Hill, West Sussex, RH15 9TQ, England.
Tel: 01444 246333 Fax: 01444 248996

© 1996 Strategic Simulations, Inc. All Rights Reserved.
All other trademarks and trade names are the properties of their respective owners.

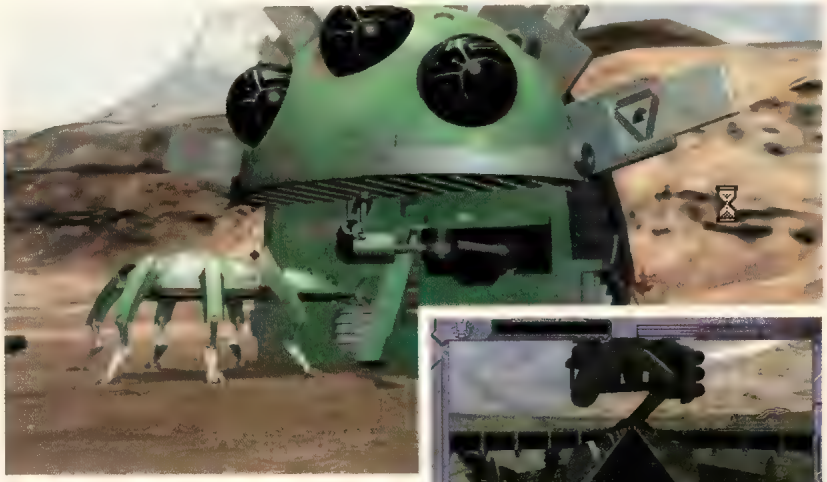
A frenzied global war rages. The critical year is 6225BC. Are you dedicated to the annihilation of your enemies?
HIGHLY MANOEUVRABLE ADVANCED VECTOR CRAFT •
MULTI-VIEW COCKPIT
MULTI-FUNCTION DISPLAY
3D MISSION WORLD •
FLIGHT SIM STYLE COCKPIT •
MULTIPLE MISSIONS WITH • SEPARATE OBJECTIVES
MULTIPLE WEAPON UPGRADES • CHAIN GUN TO MISSILE LAUNCHERS
DISCOVER THE HIDDEN ORION • SUPER WEAPONS
GROUND ATTACK TROOPS, MECHANISED • ATTACK UNITS AND PYRAMID CITIES
UNDERGROUND DEFENCE TUNNELS •
FULL MISSION BRIEFINGS: • LEARN OBJECTIVES AND CAMPAIGN TACTICS
PRESET IN-FLIGHT COMBAT MANOEUVRES • FOR ENHANCED GAMEPLAY
A TRUE 3D RUSH INTO A GALACTIC BATTLE FOR SUPREMACY.
SAND WARRIORS
THE BATTLE FOR THE SUN THRONE
http://www gremlin.com
ASTROS
PC cd rom
Gremlin INTERACTIVE

© 1996 Gremlin Interactive Limited. All rights reserved. Carver House, 2-4 Carver Street, Sheffield S1 4FS, England. Helpline Tel 0114 279
Website:http://www.gremlin.com Unauthorised copying, lending and resale by any means strictly prohibited.

Rama

Publisher	Sierra
Developer	In-house
Format	3 CD-ROMs
Price	£40
Minimum System	486DX, 8Mb RAM
Recommended	Pentium
Sound Support	SoundBlaster or 100% compatibles
Release Date	Out now

So, Sierra have brought out another graphic adventure. That'll be good, then.



(Above) Rubbish bots, so called not because they're a bit naff, but because they clear the trash.

(Right) A simple puzzle involving chasing a rotating building around to find the door.

Tubular

AFTER THE DISAPPOINTING *Lighthouse* (PCG 37, 52%), I can't confess to having had high hopes of *Rama*, particularly when I'm not even a big fan of Arthur C Clarke, who co-wrote Rama II, the book on which this game is based, with Gentry Lee. But then no-one really wanted to review *Rama* in the end, so I suppose I had to do it.

In a way I'm glad I did, because it was a strangely enlightening experience. What I conclude from playing this graphic adventure is that it is the result of some fantastic

"A good script and some genuinely fine acting."

imagination realised in a compelling story, put together using a good script and some genuinely fine acting, but let down because the *game* has no imagination. It's such a shame that Clarke and Lee's book (Gentry Lee also had a hand in designing the game, and Clarke seems to have helped here and there) has been recreated into your bog standard *Myst* copy. Finding yourself in a 3D-

And, similarly to the large dusty expanse, this is a large empty interior. Dark, chilling maybe, but empty.

I'm sorry, I don't know why I grabbed a shot of a huge dusty expanse. But at least it does grab.

Puck in my Pocket™. Hints are offered by way of a miniature Shakespearean robot, with suitable dialogue.

Studio-generated location, you move your cursor around the screen to see if it changes into a different image. An arrow means that you can pop off in that direction; a hand means that you can pick something up or interact with the background. Fabulous. Ingenious, in fact.

Rama is the name given to a huge cylinder that is heading towards Earth. As one of a team of scientists (you are in fact replacing one of the original crew who has mysteriously died), you are told nothing more than to wander around and find out what is going on. *Myst*-style (again), things start to make more and, at the same time, less sense as you progress through the adventure. Scattered throughout the locations (and certainly not well hidden) are various alien artefacts that may or may not be useful later. If they are useful, don't expect to be stuck for hours figuring out what they do. It'll be pretty obvious, not least because you can't 'do' things with the wrong item.

Unlike *Myst*, though, *Rama* is populated not only by a crew that chat amiably enough and clearly have their own hidden agendas, but also by a collection of bizarre alien robots, the purpose of which you should try and find out. Some of these metallic beasties will have your life, but, it's all right, Arthur is on hand to encourage you. It's just a game, see, and you should really have another go and try to get a bit further.

It's certainly a big game (three CDs), and the story is quite easy to get sucked into, but the game style is unimaginative and a little patronising. STEVE OWEN

PC GAMER – THE VERDICT

With such an interesting story, why didn't Sierra do a bit more with the game? It's a crying shame.

70%

THIS BITCH WANTS YOUR BODY

THE No.1 PLAYSTATION AND SATURN GAME

ALIEN TRILOGY

Acclaim entertainment, ltd.

PlayStation

Alien, Aliens, Alien 3, ™ & © 1979, 1986, 1992 Twentieth Century Fox Film Corporation. "PlayStation" and the logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. Acclaim is a division and registered trademark of Acclaim Entertainment, Ltd. © 1996. All rights reserved.

Discworld 2

GAME OF DISTINCTION
PC GAMER
Christmas 1996

Publisher	Psygnosis
Developer	Perfect
Format	CD-ROM
Price	£50
Minimum System	486DX2/66, 8Mb RAM
Recommended	Pentium, 16Mb RAM
Sound Support	All major cards
Release Date	Out now

Sequels, comedy and book rip-offs. Guaranteed ingredients for a dreadful game, then. Um, no.

Boney

MISSING PRESUMED...??!! IS *Discworld 2*'s subtitle. The joke being, of course, that Death has disappeared. Not the concept of death, you understand, but our scythe-wielding friend with the nice line in robes.

This may not be immediate cause for concern, but unfortunately the deceased are now unable to leave our dimension, and seem destined to hover in simultaneous life and death. Simultaneous oneness and difference. Acintya bheda bheda tattva. And so, to avoid a second Night Of The Living Dead (or did they already make a sequel?), in steps Mickey Mouse magician Rincewind to save the universe, by (amongst other vague tasks) intoxicating chickens to confuse vampires. As you do.

Discworld 2 is great. Sure, there are faults, but from the minute you set eyes on the dancing skeleton in the opening credits, strutting his stuff to a funky blues number ('That's Death'), you know that there's something special about the game. A great deal of effort has been put into making an entertaining and polished product. The voices are excellent, bursting with character, and Rincewind is always ready with a quick quip for whichever object you happen to examine. His gentle contempt of almost every other game character is always pleasing to behold, but while the witty wizard is amiability personified, the irrelevant tirades of the other characters can grow tiresome and you are forced to sit through them for fear of missing a vital clue (and there are plenty).

> *"Will keep you occupied for many a head-scratching hour."*

Curiously, I've read every Terry Pratchett book apart from the Discworld ones, so I can safely say that while the game successfully conveys the author's mystical sense of humour, the characters and setting are still accessible to non-fans.

As a sequel, *Discworld 2* will be lapped up by fans of the original. However, the game engine is slightly less solid than that of its predecessor, which can only be a bad thing. And although the new improved SVGA graphics are technically superior, I can't help preferring the look of the original, which had a charm all of its own.

The difficulty curve is about right, and there is leniency in the order in which you can solve puzzles, although the puzzles themselves suffer from an occasional lack of originality. Among the objects you collect, PickAxe™ and Knife™ make their regular appearance, but while these puzzles are predictable enough to ease you into the game, the correct use for a hammerhead shark and some alcoholic popcorn will keep you occupied for many a head-scratching hour (or did I give that last puzzle away by mentioning the chicken? Already I've said too much...).

So while *Discworld 2* isn't going to win an SOS originality award, it's quirky enough to keep one entertained for a long while indeed. And considering the dancing skeleton is worth the price tag on its own, I can't fail to recommend it to you. ALAN DRISCOLL

(Above) "What is this that stands before me?"
(Right) Eric Idle's voice adds to the Pythonesque humour.

PC GAMER – THE VERDICT

Not only a worthy sequel, but an excellent game. Buy it – you won't be disappointed.

85%

DO YOU THINK THIS WINTER WILL BE COLD OR HOT?

The new, intriguing way to play Black Jack against 6 beautiful girls!

Nine beautiful and experienced girls are waiting to play poker with you!

Welcome to Twin Peeks Bowl-O-Rama where the clothes drop with every pin!

Looking for dealers!

Distributed by

FINSON

FINSON (UK) Ltd, Parallel House, 32 London Road
Guildford, Surrey GU1 2AB - Telephone 01483-453200
e-mail: finson@finson.co.uk
log on http://www.finson.com

Q.ty	TITLE	PRICE	TOTAL
	Club 21	£ 29,99	
	Pandora's Poker Palace	£ 29,99	
	Alley Cats	£ 29,99	
(Postage and packing)			£ 2

Name

Address

Town/City

Post Code Tel.

☐ I enclose a cheque Please debit my credit card ☐ Visa ☐ Mastercard ☐ Switch

Card n°

Card Expiry Date

Card Holder Name (if different)

I'm over 18 years of age

(Sign Here)

Pc Gamer

Fax it to 01483-452144 or send it to Finson U.K. Ltd.

HyperBlade

Publisher	MicroProse
Developer	In-house
Format	CD-ROM
Price	£45
Minimum System	486DX, 8Mb RAM
Recommended	Pentium, SVGA
Sound Support	SoundBlaster
Release Date	Out now

Think Rollerblade, think *Speedball*, think *Tron*. This game is as bad as they were great.

My player remains untackled by the circling bladers. Is he too hard? Does he smell? Is he the socially ostracised hero of a Victorian novel?

Slippery

IMAGINE THAT THE TEENAGE Monica Seles had mastered darts, not tennis, before suddenly finding herself at Wimbledon. The rackets, the ball-boys and the distinct lack of dart boards would bewilder her. Similarly, *HyperBlade* – with its hurdles, rollerblades and curved playing surface – is unlike any game you've ever met.

"Wow," you hypothesise. "Just imagine the bloody, frenetic yet deceptively subtle sport ahead, once I've negotiated this seemingly nonsensical learning stage." Like our Monica dreaming of three treble twenties on the centre court, you fantasise about riding up the arena walls, catching a sly pass then shredding an opponent through the cutters before scoring from mid-air. This isn't going to happen.

Instead, you're in for the most frustrating and nauseating experience you can buy outside of Moss Side. To start with, you never really know where the rok (ball) or the other players are. Sure, an idle bystander might figure it out. He could check your rear view mirror, study the ominous radar and, using complex trigonometry, just about plot everything's instantaneous position. But he isn't trying to score.

Astonishingly, if you wisely decide to ignore the game and instead amuse yourself leaping over the hurdles, nothing stops you. These sojourns are possible because when the other team member gets the rok, you don't get control automatically. Even though you have no idea what's happening beyond your vision, you manually switch between players. Incredible.

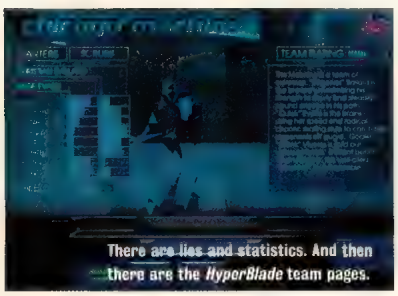
Eventually you'll be passed the rok. Will your bloodthirsty opponents now shatter your lazy reverie? Alas, there's no blood, not even a hint of cheap blood effects. Instead my team-mate and our opponents (members of the elite Moscow T-34s) circled around the player like demented Torville and Deans. Seconds passed. A minute passed. One minute and twenty seconds later the AI finally kicked in and my player lost the rok. Would the T-34s now exploit the advantage inherent in having half your opponents standing on the spot? No. My pesky team-mate passed the rok back to me and there it stayed until the end of the 'third'.

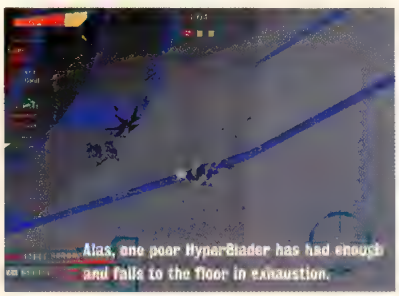
> *"A complicated and completely skill-less game."*

HyperBlade, rather than being a complicated yet ultimately rewarding game, is a complicated and completely skill less game. While the rollerblading motion is rather lovely, the rest is superfluous, chocked full of redundant power-ups and obstacles. Every time you switch between players you're treated to stomach-turning camera changes. And there's no atmosphere.

It's not inconceivable that somewhere in the world a couple of desperate individuals will find two copies of *HyperBlade* in the bin and, playing each other, become the undisputed world champions. But no-one will care less.

NATHAN JONES


There are lies and statistics. And then there are the *HyperBlade* team pages.


Alas, one poor HyperBlader has had enough and falls to the floor in exhaustion.

For a fast-paced action game, ***HyperBlade*** is a great rollerblade acrobatics simulator.

PC GAMER – THE VERDICT

A timely illustration of why no-one's crossed five-a-side football on wheels with It's a Knockout.

36%

Available November 1996

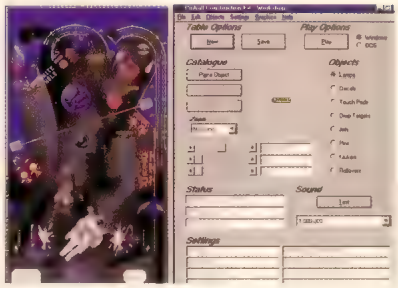
MISSION STUDIOS

© Copyright 1996 Mission Studios Corporation. All rights reserved. JetFighter III and Mission Studios are trademarks of Mission Studios Corporation. All other product names are trademarks of their respective companies. TEXTUREAL is a trademark and copyright of Papa Tango International. F-22 Lightning II cover photo courtesy of Lockheed Aeronautical System Company. Licensed to Eidos Interactive Limited All rights reserved.

EIDOS INTERACTIVE

Pinball Construction Kit

Publisher	21st Century Entertainment
Developer	Spidersoft
Format	CD-ROM
Price	£45
Minimum System	486/33, 8Mb RAM, Win 3.1
Recommended	As above
Sound Support	All major cards
Release Date	Out now



Limited

If you've ever thought, "I could design a better pinball table than that if only I had the tools," then this isn't really what you're looking for. Sorry.

PINBALL CONSTRUCTION KITS have been around for many years (there was quite a good one for the Apple II) and *Pinball Construction Kit* is another one. Of them. You use it to... well, you can guess what you use it for – pinball games tend to have the least oblique names of all computer products.

What you shouldn't do is to run away with the idea that, using *PCK*, you'll be able to build tables to rival anything produced by the pros. Oh, no. True, you have a seemingly limitless variety of bits and pieces to play with, but when you actually get down to it there's not really a huge amount you can do with them.

There are eight basic, nearly nude, if you will, tables which come complete with flippers, ramps, traps and run-outs (which you can't change). There are four difficulty levels for each (different flippers and run-outs) so, in effect, you've got, hang on, er... 32 basic tables to work with. Summon one up and add assorted bumpers, rollover switches, pins, targets and lights before decorating it with 'decals' (stickers to you and me) by which time Bob's nearly your uncle. He finally becomes your uncle once you've assigned sound effects and 'features' to your bumpers and targets (hit the target and get an extra ball, you know the sort of thing).

It all seems jolly exciting, at first, but by the time I'd spelt the word 'fart' in lights and made it emit a farting sound when I lit them all (there are loads of sound effects to play with), and created a table that played itself forever by putting a multiball bumper just where the ball comes out, I began to hanker after a decent, old fashioned, ready-made pin table.

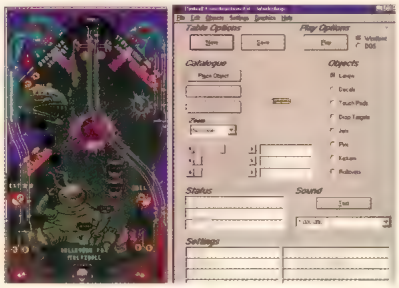
"I began to hanker after a decent, ready-made pin table."

Playing the tables can be an odd experience. The workshop section works best in Windows, and you can play the tables in Windows, too. However, because it doesn't support screen scrolling they look really, really small (it only works with the screen resolution set to 800x600). Still, you can play them at any resolution in DOS with all the scrolling you want. So that's all right, then.

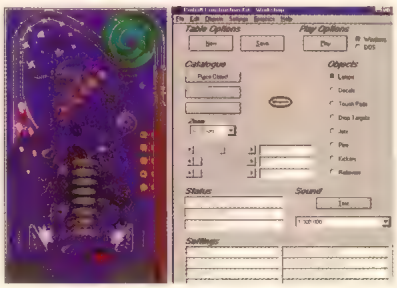
It comes complete with nine ready-made tables with which you're encouraged to tinker 'to see how it's done'. This means you get some tables to play on while you learn how to make your own, but they're a bit ordinary and it's disappointing to see that this is the best you're ever going to be able to do.

They've thrown Paint Shop Pro in to help you edit the graphics, but that just adds to the vast amount of time it takes to make a decent table, and it still doesn't let you do anything to the really exciting bits (the traps and ramps) except change the way they look. If you can be bothered, it's probably quite amusing for a while. But I'd rather play a decent professionally made table, to be honest.

TIM NORRIS



Take a look at that list of 'objects' on the right. See any ramps? Or traps? No, you just get what you're given.



You might think you've got plenty of scope, but you can only place each object in limited areas on the screen.

PC GAMER – THE VERDICT

It takes too long to produce a table and you don't have as much control over it as you think you should.

59%

SIM COPTER™
'IT'S SIMCITY WITH ALTITUDE'
8.45pm. Fight fire.
8.56pm. Capture criminals.
9.02pm Save drowning Sims.
9.07pm. Rescue mission.
9.12pm Stop City riot.
When you're flying the first game to go above and beyond SimCity 2000, time is of the essence when rising to the never-ending challenges thrown up by the ultimate simulated city. For the first time see SimCity 2000 with real altitude, in hyper-realistic 3-D. SimCopter sends you on high anxiety missions into 30 pre-built SimCity cities, but your only co-pilot is severe urban turbulence. Or you can import your own SimCity 2000 cities to fly death-defying missions through your own creations to rule the skies as well as the city.
SimCity 2000 not required. Nerves of steel recommended.
MAXIS
MAXIS GAMES.
YOU DON'T JUST PLAY THEM. YOU LIVE THEM.™
MAXIS LIMITED, CALEDONIA HOUSE, 223-231 PENTONVILLE ROAD, LONDON N1 9NG
MAIN TELEPHONE: 0171-505 1500 MAIN FAX: 0171-505 1600 WEB ADDRESS: HTTP://WWW.MAXIS.COM

Microsoft Golf 3.0

Microsoft £35

Another version, another million dollars. Microsoft's desktop gaming strategy looks flawed with this latest golfing manoeuvre.

A number of different windows can be open at once, but not anywhere near as slickly as in *Links LS*.

THE GODFATHER. THE OMEN. THE Alien Trilogy. *Microsoft Golf*. What do they all have in common? Well, they are all trilogies where the first two releases were critically acclaimed and popular, and the third was complete pants.

Something is rotten in the state of Washington if Microsoft's Seattle HQ is capable of taking something as highly regarded as *Golf 2* (given a healthy 86% in issue 28), adding in some new front-end graphics and pumping out a game *considerably* worse than its predecessor. It's everything that you dread a Windows game will be. Despite running at your favourite desktop resolution, the main view runs at a fixed size,

"Graphics and sound are both well below par."

and can only be expanded to fill the screen by blockily stretching graphical components. So, not anywhere near as good as *Links LS* then.

I'm sure this was Microsoft's intention, but it seems that *Golf 3* hasn't been designed for the traditional games player. Laudably the menu structures and opening screens are simple to navigate, and the various options are a doddle to change, but it's become such a limited game for everyone else. And despite sitting on a comfortable rock, placing my chin on my fist and thinking very hard, I just can't think why they've decided to give all measurements in metric units. Surely golfers the world over work in yards, feet and inches.

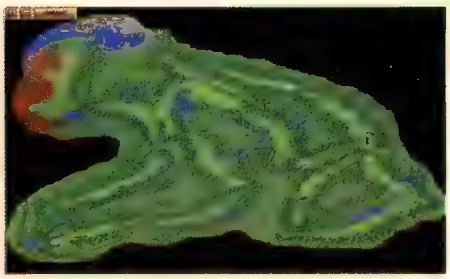
Actually, what really sold it as a beginner's golf game was the spoken phrase after my first good hole: "In golfing terms that's known as a great birdie." Thanks.

Graphics and sound are both well below par, neither enjoying an update since the original. There're some new (dumpy) animated golfers, but, hoping I don't offend anyone but Microsoft, the women look off-puttingly ugly. Like their lamentable *Soccer*, this doesn't sell the concept of Windows 95 as a gaming platform. Clunky, stretchable, overlapping windows, endless disc-accessing delays (sometimes resulting in a two-second pause between putting a ball and the relevant sound) and some terrible new cursors. Frankly, compared to *Links LS*, it looks awful, although by way of some desperate saving grace, its fine pedigree ensures a degree of entertaining play.

Microsoft Golf 3.0 could be known as a bogey, as it's definitely one too many.

STEVE OWEN

I'm sorry, but she is surely one of the most unattractive of females ever to be digitised for a computer game.



What always worked well with the *Links/Microsoft Golf* series was being able to see the entire map of the course. Lovely.

PC GAMER – THE VERDICT

Microsoft's game department are not having a good year, and, disappointingly, this doesn't help their situation much.

42%

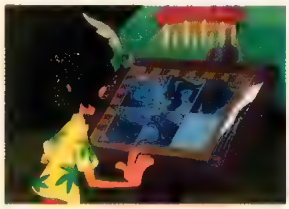
Ace Ventura

7th Level £35

Call me a cynic, but when I see a Hollywood spin-off my heart plummets. It's that age-old story: we've got the name, forget the game. The name in question here: Ace Ventura. The brief: point and click your way through various missions, saving animals and indulging in the odd sub-game. Sounds promising? Think again.

The puzzles are adequate, but they don't progress in a logical manner. They're also designed by someone who obviously gets off on other people's frustration. Take that old chestnut, the slide puzzle. It looks easy enough on the surface: complete the map by switching the tiles around. Only when you've done this, it demands the missing piece, and when you leave the puzzle to find it, guess what? That's right, the puzzle resets itself, which means that you've got to do the whole thing all over again. This is par for the very long and tedious course.

Now don't get me wrong. I like animals as much as the next



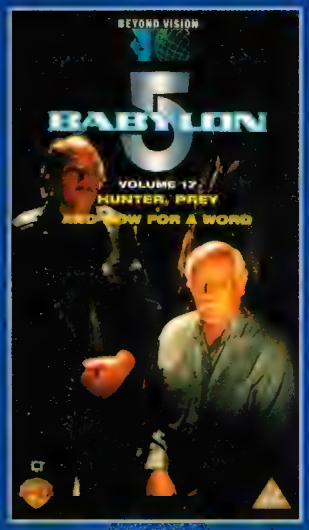
guy. But I have to say that this passion doesn't stretch to bugs: cursors that change at random and irrelevant retorts are just the tip of the iceberg – I tried to talk to Spike, Ace's faithful assistant, just to be told: "That sucker's bolted down." Over and over again. Arggggh.

I play games for fun. Or at least that's the idea. This isn't fun. Without the name, this game would deservedly sink without a trace. As it is, and with Christmas fast approaching, it will probably sell by the bucketload. If Ace really cares about animals, he should do the right thing and put this baby out of its misery. In the words of Ace Ventura himself it's a loo-ooo-ooo-ser.

DAVID WOODS

34%

HMV



VOLUME 17
HUNTER, PREY
AND NOW FOR A WORD

VOLUME 18
THERE ALL THE HONOR LIES
KNIVES

THE SCI-FI SENSATION!

WINNER OF THE 1996 HUGO AWARD: "BEST DRAMATIC PRESENTATION"

VOLUME 11

VOLUME 12

VOLUME 13

VOLUME 14

VOLUME 15

VOLUME 16

COLLECT THEM ALL!

Registered Trade Mark of Warner Bros. All Rights Reserved.

...get what you want for christmas

...more videos for christmas

If you can't get to an HMV store ORDER BY PHONE from HMVdirect on 0990 33 45 78.

All items subject to availability at participating stores.

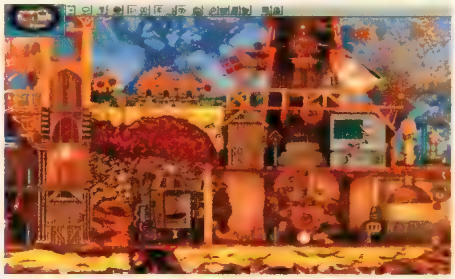
Creatures

Warner £35

The sickening charm of innocent hairy animals. All right for some.

APART FROM THE INTRIGUING IF limited *Little Computer People* (an old Commodore 64 game from the '80s), artificial life on computers has preferred to stay in the university laboratory, and, to be honest, games players have favoured it that way. *Creatures*, though, is bravely attempting to entice gamers with the prospect of being parents to fictional animals, which could be the best way of working out if you'd be any good at it in real life. But remember, these wide-eyed beasts, going by the name of Norns, are for life, not just for Christmas. Thankfully, life lasts about ten hours, so if the pair of you just don't get on, you can leave the evil swine to survive by itself while you get on and bring up another one.

Creatures models the Norns to an impressive degree, persuading your PC to consider a gamut of emotions (hunger, pain and depression are just a pitiful three that I'm listing). Left to its own devices your Norn will, hopefully, learn how to eat, play with toys, explore and perhaps even breed, given a foxy Miss Norn is in the vicinity. The real satisfaction, though, is in mollycoddling the little love, tickling for good deeds, smacking for bad. You can even teach it to talk. And to call you by your name. Ahhh, how sweet.



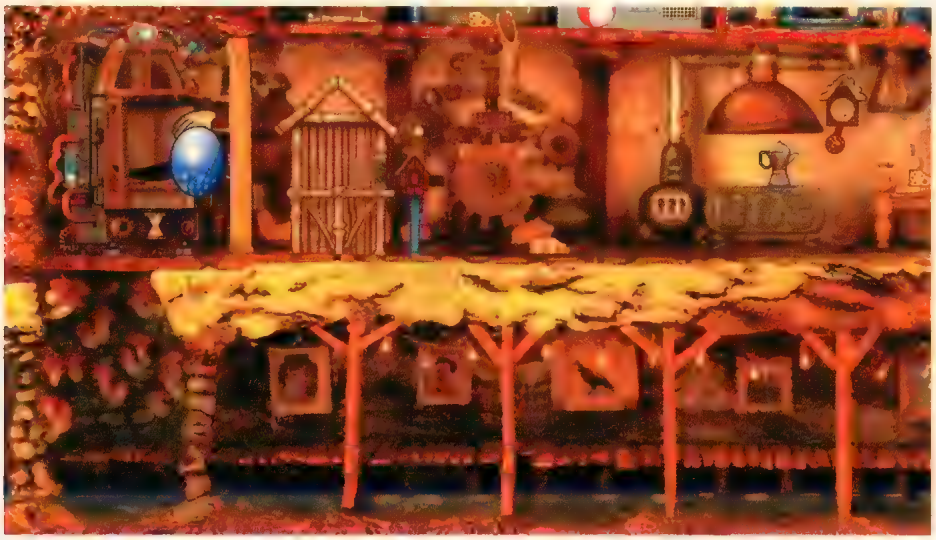
One small area of the world of *Creatures*. Brenda, my Norn, is learning basic actions and the words associated with them.

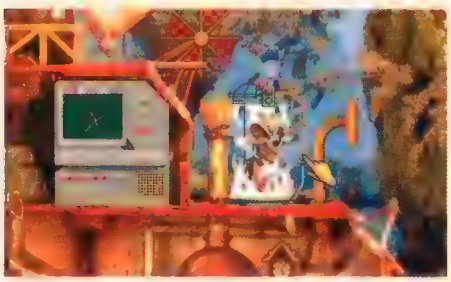
Get your Norns to breed (yes, you can watch) and the resulting child has a combination of its

"Tickling for good deeds, smacking for bad."

parents' DNA, resulting in a totally unique but related personality. In a sense, *Creatures* could be a worldwide experiment, particularly as you can send your Norn to a friend for selective breeding. Then again, it could be something that engages you for the first half an hour before you start finding elaborate ways to kill the annoying bastards. And then you'll never pick it up again.

Revolutionary or repulsive? Intelligent or insulting? You decide. STEVE OWEN





(Above) It all begins like this. Placing an egg into an incubator, never knowing whether daddy's little baby will hatch, or a git.

(Left) Although you can't pick your Norn up and carry him/her around, you can send it to other areas with the teleporters.

PC GAMER – THE VERDICT

Likely to be too slow and boring for some people, but strangely compelling and engaging for the rest.

79%

Blam! Machinehead

Eidos £40

With so many 3D shoot-'em-ups coming out for the PC all the time and most employing similar-looking graphics and identical futuristic story lines, it's necessary to dig quite deep to find the differences between them.

Blam begins, like so many others, with you zooming about blowing up wasp- and spider-like baddies while death rays thud into your armour. And the idea this time is that you're a woman (semi-naked, obviously) who's been strapped to a hoverbike by a merciless mad professor and sent, against your will, on missions against the nano-robots who've taken over the world. Refuse and he'll detonate a bomb that's also attached to the bike.

But after an exciting first few minutes spent clearing the immediate area of baddies and sending oil drums up in flames, *Blam* begins to grind to a halt. You've now got to locate 'mission objectives' – things that need blowing up, say, or, on the first level, a train that must be released from its engine shed. A simple enough process, it would initially seem, as everything's clearly

marked on a map that can be called up at any point. But the levels have been designed, cretinously, to make it as difficult as possible to progress from one area to another. You might have destroyed all the cocoons on the first level, for example, and now you need to find the train to escort it through the ruined city. But you're in the watery reservoir section, lost in a maze of channels and walls, and there seems to be no way of getting back into the city. All you can do is drive around trying to find the tiny gap in the wall that bridges the two areas, a process hampered by the choking black fog that shrouds everything but the nearest objects.

By now, any hope of *Blam! Machinehead* continuing to be an exciting shoot-'em-up has collapsed. It's become more fun not to play than it is to play, and is therefore hard to recommend.

JONATHAN DAVIES **40%**

The ideal joystick should give you fast response, pinpoint accuracy, and

enough money left over to buy the games

introducing the

Blackhawk

The new Blackhawk gives you the look and feel of the most expensive joysticks on the market. But at a price so affordable, you don't have to be the Sultan of Brunei to buy it. And once you own it, all you have to do to play is plug it in. Then play any joystick controlled PC game you want. For as long as you want. Because the Blackhawk is specially designed for comfort and durability, even while you're furiously blasting away at the enemy. Blackhawk is available at all the best retail locations. Call THE SALES HOTLINE at +44 (0)1703 653377, or contact Gravis directly for the store nearest you. Advanced Gravis Europe B.V., Antennestraat 70, 1322 AS, Almere, The Netherlands, Ph: +31 (0)36 536 4443, Fax: +31 (0)36 536 6011, gravis@euronet.nl

www.gravis.com

GRAVIS

{ gaming for the 21st century }

©1996-1997 Advanced Gravis Computer Technology Ltd. All rights reserved. Gravis and Blackhawk are trademarks of Advanced Gravis. All trademarks are the property of their respective owners.

Harvester

Virgin £40

Evil. Murderous. Demonic. But enough about us...

HEY KIDS, IT'S ANOTHER interactive movie. A horror one in fact. Pardon my cynicism, but I was expecting another abomination that would receive a score in the low thirties. What I wasn't expecting was an ironic, entertaining and intriguing adventure game that would have me grinning with anticipation at each new scene and smirking at the depravity of the game's various sinister characters.

The game begins with that old cliché: your character (Steve) wakes up to a bout of amnesia that leaves him with no knowledge of his family or surroundings (as happens to me every morning). Only Steve finds himself in an American Smalltown

"Manages to entertain consistently, without ever irritating the player."

populated by a variety of quirky characters. As well as recovering his memory, Steve must also investigate the murderous cult that is evolving around the mysterious 'lodge'. Perverted policemen, sinister siblings and terrifying TV stars will all either help or hinder you, depending on your attitude towards them, as well as

So, you want a piece of me, do you? Come on then...

Stephanie, your alleged fiancé, who is also suffering from a similarly suspicious memory loss. Hmm...

Mistakes are costly. At one point, an incorrect verbal response not only robbed me of my life but also resulted in the destruction of Mother Russia. But then again, I suppose anyone who answers "Erm, no..." to the question "Can you give me one good reason why I shouldn't shoot you?" deserves everything they get.

Harvester should be rubbish. It's hackneyed, cheap and seedy. Yet it's great fun to play. Reminiscent of a thousand B-movies, and blessed by a simple and logical control system, it manages to entertain consistently, without ever irritating the player. Running gags are plentiful. The main character takes himself far too seriously, yet never annoys. You merely indulge him and push on with your quest.

Harvester isn't worthy of classic status, as while it is surprisingly good it doesn't offer as much as some other adventure games (*Broken Sword* and *Normality* both still holding their own). *Harvester*, however, is the leader of the interactive movie pack, and recommended to all those who enjoy a good yarn. Nice one.

ALAN DRISCOLL

PC GAMER – THE VERDICT

Maybe it's its kookiness, but much to my surprise *Harvester* is great trashy fun. It's as simple as that really.

82%

Steven Spielberg's Director's Chair

Random House £40

Despite a last ditch effort to convince me otherwise by adding the informative phrase 'The Game' to the end of the title (to help us realise that it *isn't* in fact Mr Spielberg's real chair, I assume), this is tedious. As if we weren't already coming to the conclusion that the acting fraternity park their heads firmly up their rear ends, ol' Stevie Babes has gathered some of his chums together to let us lowly folk have a go at their jobs, all in the name of multimedia PC entertainment.

But of course, while writing a script, sticking a camera in front

of some luvvies, editing your raw footage and popping some sound and music over the result may be an entertaining and satisfying way to earn a living, *Director's Chair* manages to convey nothing of this. 'Writing a script' involves making one or two decisions (for your first film, for instance, you decide from whose standpoint to tell the story from a choice of two characters) and then giving some script writers a scene to write for you. Some witty banter and video later results in a painful (although clearly tongue-in-cheek) screenplay.

Camera choices mean that you can, occasionally, select a close-up or long shot from a couple of different angles. Editing is as tedious as it must be to piece together Arthur Negus Enjoys... for Sunday consumption, but at least you can chop off most of the footage that was provided earlier. Do all your work within the fixed budget and you're rewarded with... another film to make, but with a bit more control and money. Full marks for getting the gorgeous Jennifer Aniston to take part, and it's always nice to see the publicity shy Quentin Tarantino and Penn & Teller creeping from the woodwork.

STEVE OWEN

29%

Pyst

Omnimedia £15

It's a parody! Such is the subheading to this first offering from US comedians Parroty Interactive. Yes, and *Pyst* is a parody of the well-known and once-loved *Myst*. See? *Pyst... Myst... Pyst*. Funny, huh? No, it gets better. The idea is, you see, that after the success of *Myst*, millions of gamers visited the island of the game, turning it into

a destroyed tourist trap. As one of the visitors, you get to explore the vaguely familiar landscape and read 'amusing' postcards from other visitors. On each screen 'hide' a number of 'hilarious' 'hot'-spots, resembling a poorly created Living Book. For instance, your sides will split on the first screen as you click on a seagull and in response he 'does his business'. On a later screen, clicking on a cute doggy causes him to 'cock his leg'. Oh, the mirth is becoming unbearable.

Further in still and you discover the dubious delights of John Goodman, clearly either better off financially after this escapade or a mate of one of the developers. He's not an incredibly talented comic, but even he should have refused to say some of the lines. Great characterisation: "It's very difficult being the King of Pain. No. The King of the Game. Yes. No. Yes." Sod off.

Three things are in *Pyst*'s favour, thankfully. It's all been beautifully drawn, an artistic oasis in this desert of talent. It only costs £15, and, mercifully, it takes only about an hour to get through, so I could soon stop 'playing' it. The perfect gift for the person in your life without a sense of humour.

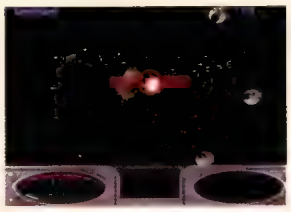
STEVE OWEN **26%**

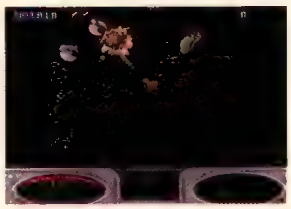
Astrorock

Finson £25

It's amazing what you can do with a PC these days. There are hundreds of top-class games like *Quake*, *Syndicate Wars*, *Screamer*, *Civ 2* and *Duke Nukem* that take you to new worlds, stretching your computer and your brain to the very limits of their capacity. Or, you can play *Asteroids* while listening to tinny rock music. For that is exactly what *Astrorock* is: 3Mbs of *Asteroids* game and 38Mb of tinny rock music. Combine '*Asteroids*' and 'Rock', you see, and you get '*Astrorock*'.

Now let's not be too harsh here, *Astrorock* is pretty good *Asteroids*, very much like *Super Stardust* (PCG 29, 90%), with intelligent enemy ships and lots of power-ups, and also featuring an eight-player network mode. (We tried it once in the office. "Anyone want to play *Astrorock* tonight instead of *Quake?*" we asked. "It's a really quite good, erm, *Asteroids* game..." There was a deathly hush.) It's also quite fun to play. It's just that you can't help but feel the world has moved on, that this sort of game is just not really up to





scratch these days, no matter how well it's done.

So if you see this sitting on a shelf near you, looking inviting, think good and hard about how long you're going to find *another* version of *Asteroids* entertaining for, and keep your hand firmly in your pocket.

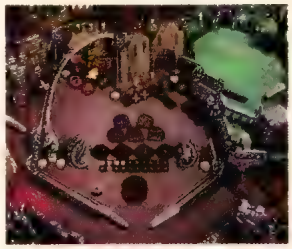
STEVE FARAGHER **43%**

3-D Ultra Pinball: Creep Night

Sierra £35

It's hard to imagine what goes on in the heads of game designers sometimes. In the case of *3-D Ultra Pinball: Creep Night* (that trips off the tongue beautifully, doesn't it?) they must have thought that simulating a pinball table with you stuck to the ceiling playing it was A Good Idea. The view of the table you get here is enough to give you vertigo. Unfortunately this means that you feel pretty detached from the game.

I'd probably let it off for



that, if it wasn't for the fact that this is also a pretty poorly designed game of pinball. On all three tables, it's quite possible to just keep hitting loops with one flipper, so that the first time I played, for example, The Tower, I gave up after about ten minutes because I was still on my first ball and really couldn't see how I would ever lose it.

The theme of the game isn't hard to imagine. It's somewhere between Disney and Hammer House of Horror, with little goblins, Frankensteins, monster squids and the like dotted around the tables.

There are some lovely touches to it, too, especially the fabulous animations that appear all the time, and the whole impression is of a very slick, well-put-together piece of software. Unfortunately, though, it simply serves as a glorified demo for the programmers' skills. It's a shame they forgot to put a game in there as well.

STEVE FARAGHER **22%**

HOW THE SCORES WORK

We think carefully about the marks we award to games. If a game really isn't up there with the best, we aren't afraid to give it an appropriately low score. And when we award 80s and 90s, it's because the games genuinely deserve it – not because we've netted an 'exclusive', or because we've got a mate who works for the software company, or to win favour with 'the industry'.

Here's how it works:

90%+
An absolute classic, a game that will be talked about for years to come. Each month there'll probably be one or two of these at the most.

85%-89%
A superb game which can proudly bear the 'Game of Distinction' logo in shops across the nation.

70%-85%
A good, enjoyable, value-for-money game. Four stars, if you like.

50%-69%
Nothing special. But if you were sitting alone at home, and there was nothing on telly, playing this game would be better than nothing.

30%-49%
Oh dear. Either through a lack of inspiration, a fatal oversight, or general crapness, this is a game that ought to be steered clear of.

0%-29%
A crime.

PCG REVIEWERS

James Flynn, **Steve Owen**, **Jonathan Davies** and **Mark Donald** all work here.

Steve Faragher writes our Netware pages when he's not playing pinball or laughing loudly.

James Ashton works ceaselessly on Sega Power magazine.

Dean Evans has played more flight sims than a lot of people.

John Houlihan recently built the Eiffel Tower entirely from hedges.

David Woods normally works for, bizarrely, Computer Arts magazine.

Alan Driscoll refuses to play PC games on a Friday.

Danny Wallace has a collection of 450 egg timers.

Tim Norris wheels his small children in and out regularly.

Nathan Jones lost an ear to a camel at the age of eight.

Jon Smith was created in a laboratory by a mad professor.

Paul Pettengale would secretly like to be a wizard.

Nintendo

The New Game Boy pocket.

Seriously distracting.

SLIM, STYLISH, 30% SMALLER AND PLAYS ALL EXISTING GAME BOY SOFTWARE. PRICE £[illegible]

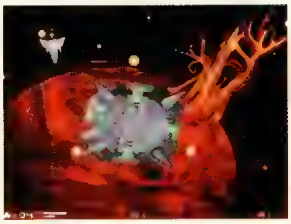
TM AND © ARE TRADEMARKS OF NINTENDO CO., LTD © 1996 NINTENDO CO., LTD

They're back

What goes around comes around. And what comes around does so at a cheaper price, encouraging a second move into the charts. Another look at budget re-releases. By STEVE OWEN

1 PIRANHA
OTM £15

Asteroids in a '90s jacket, OTM's *Piranha* is a surprisingly enjoyable single- or multi-player slick arcade blaster – fast, loud and very playable. Originally released at £20, its new price point makes it, well, £5 cheaper. **82%**

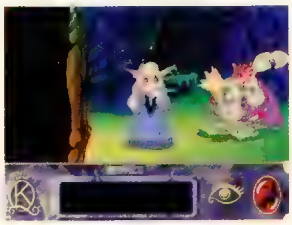


2 THE ALIEN LEGACY
Sierra Originals £10

Management and adventure in a bubbling cauldron of complexity, *Alien Legacy* is initially confusing and utterly daunting. Nevertheless, there's no denying that it does nothing wrong and provides a lot of long-term enjoyment. **81%**

3 KING'S QUEST 7
Sierra Originals £10

Adventure games do seem to lend themselves well to the gothic medieval setting, and the Nightmare On Elm Street type *King's Quest* series exploits this perfectly. Lacks LucasArts' finesse, but still a nice story. **73%**



4 NASCAR RACING
Sierra Originals £6

Imagine the ludicrous system requirements *NASCAR Racing* needed when this first appeared, when it only just looks comfortable now. Good graphics but rather boring in the long term. Extra tracks included. **71%**

5 LOST EDEN
White Label £10

The clichéd phrase 'style over content' is rarely more aptly applied than it is with Cryo's dinosaur adventure. Plenty of full-motion pre-rendered nonsense (that never looks *that* real), and a modicum of entertainment. **58%**

6 SHIVERS
Sierra Originals £10

Last February, a tanned Simon Cox described *Shivers* as "a series of spooky holiday snaps". It rides on the back of *Myst* – a puzzle game that portrays 3D as a series of carefully rendered stills. Intriguing and dull. **53%**

7 SPACE QUEST 6
Sierra Originals £10

Sierra excel in producing formulaic adventure fare, bolstering sales with cheap production and an endless queue of sequels. This is a toned down *Leisure Suit Larry* set in space, and thus has slightly more appeal. **51%**

8 THE LAST DYNASTY
Sierra Originals £10

The early days of 'actors' in front of blue screens produced horrors like *The Last Dynasty*. Otherwise stunning to look at, it's an ambitious space combat game, but it just ends up reminding you of *Wing Commander*. **50%**

9 SWORD OF THE SAMURAI
Regenerator £5

This doesn't play much better than it looks, but there's still something strangely compelling about historically accurate 16th century Japan games. The awful battle sequences make yer laugh too. **34%**

10 LEISURE SUIT LARRY 6
Sierra Originals £10

Please, Sierra, don't let any more Larry games get even close to me. The childish, lonely sexism is pathetic and a complete turn off for a red blooded hetero-sexual tiger like myself. **30%**

And the rest...

Johnny Bazookatone **Kixx £10**
One of those awful platform games. **27%**

Command HQ **Regenerator £5**
One of those really dreadful old MicroProse games. **21%**

Isle Of The Dead **Hit Squad £10**
One of those appalling *Doom* clones. **15%**

F-16 Fighter Stick
20 programmable functions

F-16 Combat Stick
14 functions. Programmable when used with the Pro Throttle.

F-16 Flight Stick
4 button joystick

Pro Throttle
20 programmable functions. Makes other standard joysticks programmable as well. For Mac and PC.

CH Throttle
12 programmable functions

OK, so the NEW F-16 Series costs a little more than the cheap stuff. But this is war. Program all the functions you want. ADD a throttle and fight with both hands. Get a grip on the most advanced, sensitive flight instruments you'll ever use. Or get accustomed to getting missiles up your tailpipe.

And there's even a three year warranty.

CH PRODUCTS Unit 4 Holford Way, Holford, Birmingham B6 7AX. Telephone: 01844 345406 Fax: 01844 274375.
AOL: CHProducts@aol.com - CompuServe: Go CHProducts. TM 1995 CH Products, a Joystick Technologies Inc. Co

CH PRODUCTS

Netware

There's an awful lot for PC gamers on the Internet. So much, in fact, that some sort of monthly guide is probably in order. By STEVE FARAGHER

PC GAMER

http://www.futurenet.co.uk

Although they've recently been moving offices, the guys and gals at Futurenet are still busily updating the PC GAMER hotlist, the best place to download your demos from (not least because it's really fast). Games up at the moment include: *Screamer 2, Gex, MAX, Blood And Magic, FX Fighter Turbo, Steel Panthers II: Modern Battles, Jet Fighter 3, Baku Baka, Quake 1.06, NASCAR Rally 2, Amok, Lords Of The Realm 2, Gene Wars, Swiv 3D* and *Monster Track Madness*. So come over and say hello.

NODE 99

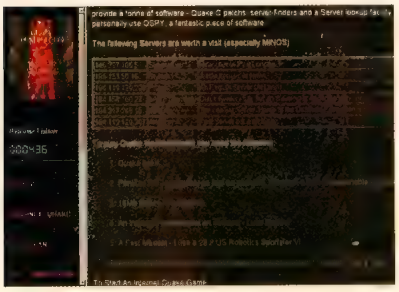
http://www.nfinity.com/~swhalen/node99/

Since mentioning last month that Gremlin provide all their old Spectrum games for free on their web site (**http://www.gremlin.com**) – well, as free as the cost of downloading them, anyway – I've been asked by several people where they can get hold of a decent Spectrum emulator for the PC. Node 99 is the place to go, as indeed it is if you want any kind of emulator, from Spectrum to SNES. Not only that, but Node 99 also provides links to loads of sites from which you can download games.

UK QUAKE

If you've been wanting to play *Quake* over the Internet but haven't quite got around to figuring out how to do it yourself yet, I suggest you get yourself over to the home of the Pendragon *Quake* Clan (one of many UK *Quake* clans that are popping up at the moment) at **http://www.uther.demon.co.uk/**. You'll find lots of invaluable help and advice, along with a good list of servers.

A similar service is available from



http://www.osiris1.demon.co.uk/ along with a UK player's list, which isn't very big at the moment but appears to be growing all the

time. Other highlights of this site include some of the best config material for your console that I've seen, a fairly complete set of cheats for *Quake*, and a huge sense of enthusiasm. It's really well designed, too. Oh what the hell, I'm going to award it the Web Site of the Month award.

ULTIMATE VIDEO GAMES REVIEW

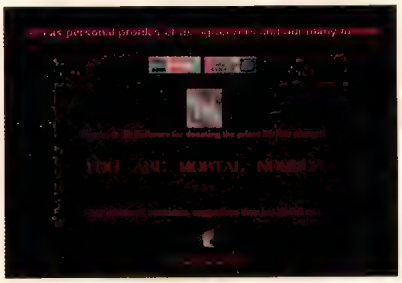
http://www.bigu.com

This is a great idea – get a bunch of seasoned gamers together and print their reviews of new games on the Net. Unfortunately, UVGR have chosen to use a bizarre and obscure method of marking. Games are marked in four categories: Cinemagraphics, Soundscape, Motormotion and Gravity Pull, instead of, for example, telling us whether they're any good or not. What a shame. I'd stick with PC GAMER for the moment.

UK DOOM 2 AND QUAKE LEAGUE

http://homepages.enterprise.net/njohnson/index.html

If you want to get more involved in your *Quake* and *Doom 2* playing – you know, actually get out and meet other players and participate in a league – this is the page you've been

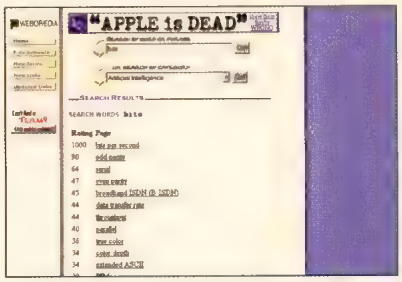


searching for. With the assistance and blessing of Id Software, this is *the* place to go for competitive multi-player gaming in the UK. As you might expect, the key feature of this site is a league ladder on which all the players vie for supremacy. At the end of each season there are prizes for the winners, donated by Id Software. There's also a useful forum where you can meet and chat to the bloke whose head you've just blown off, as well as a fairly decent selection of files to download.

PC WEBOPAEDIA

http://www.sandybay.com/pc-web/index.html

An unusually helpful site this – one that will search for commonly used computing terms



and explain them to you. So if you've ever been struck dumb by the prospect of trying to explain to somebody what it is that's wrong with your PC, or if you want to be able to understand any kind of PC jargon, you'll find some help here.

ROMANCE

http://www.one-and-only.com/

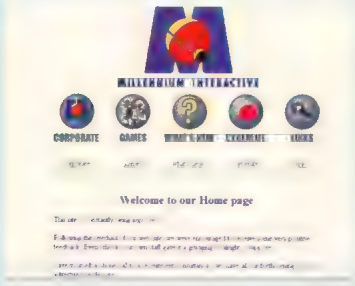
I approached this site with a little trepidation. It's a dating site. You enter a few personal details and it tries to match you with a partner. I typed in mine, waited a couple of seconds and was immediately reading a posting from a 6ft blonde waterskier from my home town. Gosh. PCG

THE SOFTIES ON THE NET GUIDE – PART 3

Over the months this will build into a complete collection of all the software developers and publishers on the Net (except the ones we've missed). Collect them all.

Millennium

http://www.millennium.co.uk/



Very much the clean, crisp corporate approach for Millennium, with lots of news about their forthcoming (hnng) products, and very little to actually enhance a gamer's enjoyment. Like hints or downloads, for example.

Content ★★
Hints & Tips
Downloads

New World

http://www.nwcomputing.com/

Now this is more like it. From the people who brought you the rather wonderful *Heroes Of Might And Magic*, this web site has FAQs, demos and the option to view it with or without big pictures.

Content ★★★
Hints and Tips ★★★★
Downloads ★★★

Novalogic

http://www.novalogic.com/

If you've bought *F-22 Lightning*, you'll be interested to know that this site has a download to enhance the chat mode and give you additional views. That's quite a bonus. However, although there's technical support, there are no helpful hints and tips for the player here. Also, Novalogic are another company that insist on calling their games 'products'. Grr.

Content ★★
Hints and Tips
Downloads ★★★★

Ocean

http://odon.com/ocean/

Bizarrely, I can't seem to get on Ocean's web site. If the URL's wrong or you can tell me why, please get in touch.

Origin

http://www.ea.com/origin/english/index.html

ORIGIN
WELCOME
Congratulations.
You've just made the link to ORIGIN.
A creator of worlds since 1983, we've established this site to provide you with information about our state-of-the-art interactive movies, simulations, and computer adventures.
PRODUCT INFO
PRODUCT DEMOS
PRODUCT SUPPORT
ABOUT ORIGIN
FUN STUFF
MAIN MENU
Worlds Of Origin
products | demos | support | about | fun stuff | main

Now here's a company that knows how to do a web site. There're demos of all their games, loads of help for all kinds of problems, a forum where you can chat to other gamers, a collection of useful utilities to download... There's even an unfinished game that Origin will never release that's yours for the asking. In fact, this is the best company web site I've ever seen.

Content ★★★★★
Hints and Tips ★★★★★
Downloads ★★★★★

NEO

http://www.info.co.at/neo/games-E.html

NEO have never really made a big hit in the PC world, and their web site isn't going to help them. In fact, it suffers from just the same problems as the Millennium site – there's no help and no downloads. At least NEO are promising that these will come one day.

Content ★★
Hints and Tips
Downloads

Playmates

http://www.playmatestoys.com/piehome.htm

Worth having a look, if only because you might want to download a demo of *Earthworm Jim* or *Battle Arena Toshinden* from their reasonably fast server.

Content ★★
Hints and Tips
Downloads ★★

Presto

http://www.prestostudios.com/

Their games might not have been much good so far, but Presto, makers of *The Journeyman Project* series, do fare much better when it comes to producing web sites. There's really good support for all their games, including a number of walkthroughs, and some stuff to download too. All very nice.

Content ★★★
Hints and Tips ★★★★★
Downloads ★★★

Probe

http://www.probe.co.uk/

Mortal Kombat and all that, is all very well. But apart from the rather peculiar advert for programmers that you see here, this page is 'under construction' to the extent of having nothing on it.

Ravensoft

http://www.ravensoft.com/

There're only two reasons to visit this site. The first is to download a shareware version of *Necrodome*, and the second is to gawp amazedly at the screenshots of *Hexen II*, which will be based on the *Quake* engine. They look astonishing.

Content ★★
Hints and Tips
Downloads ★★

E-MAIL US

If you've come across any useful or interesting stuff on the Internet which we could include on this page, please e-mail it to one of us:

Steve Faragher - sfaragher@futurenet.co.uk
Neil Slateford – nslateford@futurenet.co.uk
PC GAMER – pcgamer@futurenet.co.uk

BACK ISSUES

PC GAMER ISSUES CD EDITIONS £6 EACH HD EDITIONS £5 EACH (or £8 for two)
PC GAMER BINDERS £6 EACH. OR TWO FOR £9 SINGLE BINDER ORDER CODE: PCGBIND1 TWO BINDERS ORDER CODE: PCGBIND2 Any queries E-mail us at: **subs@futurenet.co.uk**

JANUARY 1995 ISSUE 14
HD CODE: PGM V2N2
CD CODE: PCGC B004

FEBRUARY 1995 ISSUE 15
HD CODE: PGM V2N3
CD CODE: PCGC B005

MARCH 1995 ISSUE 16
HD CODE: PGM V2N4
CD CODE: PCGC B006

APRIL 1995 ISSUE 17
HD CODE: PGM V2N5
CD CODE: PCGC B007

MAY 1995 ISSUE 18
HD CODE: PGM V2N6
CD CODE: PCGC B008

JUNE 1995 ISSUE 19
HD CODE: PGM V2N7
CD CODE: PCGC B009

JULY 1995 ISSUE 20
HD CODE: PGM V2N8
CD CODE: PCGC B010

AUGUST 1995 ISSUE 21
HD CODE: PGM V2N9
CD CODE: PCGC B011

SEPTEMBER 1995 ISSUE 22
HD CODE: PGM V2N10
CD CODE: PCGC B012

OCTOBER 1995 ISSUE 23
HD CODE: PGM V2N11
CD CODE: PCGC B013

NOVEMBER 1995 ISSUE 24
HD CODE: PGM V2N12
CD CODE: PCGC B014

DECEMBER 1995 ISSUE 25
HD CODE: PGM B025
CD CODE: PCGC B015

JANUARY 1996 ISSUE 26
HD CODE: PGM B026
CD CODE: PCGC B016

FEBRUARY 1996 ISSUE 27
HD CODE: PGM B027
CD CODE: PCGC B017

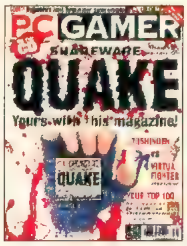
MARCH 1996 ISSUE 28
HD CODE: PGM B028
CD CODE: PCGC B018

APRIL 1996 ISSUE 29
HD CODE: PGM B029
CD CODE: PCGC B019

MAY 1996 ISSUE 30
HD CODE: PGM B030
CD CODE: PCGC B020

JUNE 1996 ISSUE 31
HD CODE: PGM B031
CD CODE: PCGC B021

JULY 1996 ISSUE 32
HD CODE: PGM B032
CD CODE: PCGC B022



AUGUST 1996 ISSUE 33
HD CODE: PGM B033
CD CODE: PCGC B023

SEPTEMBER 1996 ISSUE 34
HD CODE: PGM B034
CD CODE: PCGC B024

OCTOBER 1996 ISSUE 35
HD CODE: PGM B035
CD CODE: PCGC B025

NOVEMBER 1996 ISSUE 36
HD CODE: PGM B036
CD CODE: PCGC B026

DECEMBER 1996 ISSUE 37
HD CODE: PGM B037
CD CODE: PCGC B027

Order code	Quantity	Price
	Total £	

Method of payment: (Tick as appropriate)

☐ Visa ☐ Access ☐ Cheque

Credit card number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date .....

Signature..... Date .....

Please make cheques payable to **Future Publishing Ltd** and return with this form to the Freepost address on the right.

Title..... Initials..... Surname.....

Address.....

Postcode..... Phone number .....

EEC customers registered for VAT must quote their registration number when ordering

VAT number.....

Overseas orders: Please phone for delivery charges

☐ Tick if you don't want notice of any special offers or new products.

Send this form to the address below. Please wait 28 days for delivery.

(No stamp required if you are posting from within the UK.)

PC GAMER Back Issues, Future Publishing Ltd, FREEPOST (BS4900), Somerton, Somerset TA11 6BR.

PCG/Issue38/1396

CD DIRECT

call us FREE on 0800 317864

for the full range of Mac, PC, CDI and Playstation titles

For full listings and secure on line ordering point your web browser at http://www.cddirect.co.uk

Prices include VAT and postage & packing

CD Direct Ltd.
Unit 15, Mitchell Point
Ensign Way,
Hamble,
SO31 4RF,
ENGLAND

Ace Ventura Pet Detective	£ 26.95
Actua Golf	£ 28.95
Actua Soccer	£ 19.95
AD&D Blood and Magic	£ 32.95
AD&D Undermountain	£ 32.95
Ancient Empires	£ 25.95
Apache Longbow	£ 27.95
Atmosfear	£ 21.95
Baku Baku Animal	£ 24.95
Battlecruiser 3000 AD	£ 27.95
Beavis and Butthead	£ 12.95
Bedlam	£ 32.95
Broken Sword	£ 29.95
Bubble Bubble	£ 24.95
Bug	£ 26.95
Catz	£ 13.95
Championship Manager '96/'97 Edition	£ 14.95
Championship Manager Foreign Leagues	£ 10.95
Civilisation 2	£ 32.95
Civil War (From Sierra)	£ 27.95
Caindestiny	£ 30.95
Cluedo	£ 39.95
Command and Conquer Red Alert	£ 34.95
Conquest of the New World	£ 34.95
Creatures	£ 27.95
Daggerfall: Elder Scrolls 2	£ 34.95
Daytona USA	£ 32.95
Die Hard Trilogy	£ 31.95
Discworld 2	£ 39.95
Dogz	£ 13.95
Dungeon Keeper	£ 33.95
Formula 1 Grand Prix 2	£ 32.95
F1 Grand Prix Manager	£ 28.95
F1 Grand Prix Manager 2	£ 32.95
F22 Lightning	£ 30.95
Fable	£ 31.95
Fantasy General	£ 35.95
FIFA Soccer '97	£ 31.95
Final Doom	£ 23.95
Formula 1 Manager	£ 9.95
Gene Machine	£ 26.95
Gene Wars	£ 31.95
Gex	£ Call
G-Nome	£ 29.95
Harvester	£ 27.95
Heretic: Shadow of the Serpent Riders	£ 31.95
Heroes of Might and Magic Trilogy	£ 26.95
Hind	£ 23.95
Incredible Hulk: The Pantheon Saga	£ 26.95
Indycar 2	£ 15.95
Jetfighter 3	£ 29.95
Leisure Suit Larry 7	£ 32.95
Lighthouse	£ 30.95
Magic the Gathering	£ 30.95
Master of Orion 2	£ 30.95
Mech Warrior 2 : Mercenaries	£ 32.95
Monopoly	£ 31.95
Nascar 2	£ 32.95
NFL Madden '97	£ 31.95
NHL Hockey '97	£ 31.95
Pandora Directive	£ 36.95
Pinball Prelude	£ 19.95
Power Corruption and Lies (Multipack)	£ 26.95
Privateer 2 : The Darkening	£ 33.95
Quake	£ 29.95
Rayman	£ 19.95
Return Fire	£ 31.95
Screamer 2	£ 28.95
Sensible World of Soccer '96/'97	£ 24.95
SIM Tower	£ 29.95
Space Hulk 2 : VOTBA	£ 33.95
Starfighter 3000	£ 31.95
Star Trek 25TH Anniversary	£ 19.95
Star Trek Deep Space 9 Harbinger	£ 31.95
Star Trek Emissary Gift Pack	£ 37.95
Star Trek Klingon	£ Call

The Best Products at the Best Prices with the Best Service - We Won't be Beaten

Star Trek The Next Generation Screen Saver	£ 13.95
Star Trek The Next Generation : A Final Unity	£ 19.95
Star Trek Omnipedia	£ 24.95
Star Trek Interactive Technical Manual	£ 24.95
Star Wars Trilogy	£ 18.95
Storm	£ 34.95
Super EF2000	£ 35.95
Syndicate Wars	£ 30.95
This Means War	£ 32.95
Tie Fighter vs. X-Wing	£ Call
Time Commando	£ 33.95
Tomb Raider	£ 31.95
Top Gun	£ 37.95
US Navy Fighters '97	£ 33.95
Virtua Cop	£ 28.95
Virtua Fighter	£ 36.95
Voyeur 2	£ 31.95
Wooden Ships and Iron Men	£ 30.95
Worms & Reinforcements United	£ 24.95
X Com Apocalypse	£ 29.95
Z	£ 31.95
BRODERBUND	
Arthurs Birthday	£ 24.95
Arthurs Teacher Trouble	£ 24.95
Carmen Junior Detective	£ 29.95
Dr Seuss's ABCD Rom	£ 29.95
Harry and the Haunted House	£ 29.95
Just Grandma and Me	£ 29.95
Living Books Bundle - Dr. Seuss's, ABC, Ruff's	£ 39.95
Little Monster at School (HYB)	£ 24.95
logical Journey of the Zombinis	£ 29.95
Maths Workshop	£ 29.95
Myst PC	£ 33.95
Tortoise and the Hare	£ 29.95
CAT MULTIMEDIA	
EASY TUTOR - Get Connected 96	£ 24.95
EASY TUTOR - Learn Computing	£ 24.95
EASY TUTOR - Learn Internet 97	£ 24.95
EASY TUTOR - Learn Office 95	£ 24.95
EASY TUTOR - Learn Office 97	£ 24.95
EASY TUTOR - Learn Windows 95	£ 24.95
EASY TUTOR - LEARN Windows NT (Workstation)	£ 39.95
EASY TUTOR - Learn Word 95	£ 39.95

DORLING & KINDERSLEY	
DK Childrens Dictionary	£ 27.95
DK World Reference Atlas	£ 34.95
EYEWITNESS Encyclopedia of Nature	£ 29.95
EYEWITNESS Encyclopedia of Science	£ 26.95
EYEWITNESS History of the World	£ 29.95
EYEWITNESS Virtual Reality Bird	£ 24.95
EYEWITNESS Virtual Reality Cat	£ 24.95
Incredible Cross-Sections Stowaway!	£ 20.95
My First Incredible, Amazing Dictionary	£ 20.95
P.B. Bear's Birthday Party	£ 22.95
The Ultimate Human Body	£ 24.95
The Way Things Work	£ 26.95
Ultimate 3D Skeleton	£ 24.95
MICROSOFT	
Microsoft Dogs	£ 27.95
Microsoft Encarta 1997	£ 39.95
Microsoft Encarta 97 World Atlas	£ 42.95
Microsoft Fine Artist	£ 26.95
Microsoft Oceans	£ 27.95

Our sales staff are ready to take your order Monday-Friday 9.00am-8.00pm: Saturday and Sunday 10.00am-4.00pm. Please have the product name, advert reference code **PG 129601**, credit card number and expiry date, billing address for your credit card and delivery address ready. This will help us process your order quickly.
Order by credit card (Mastercard, Visa, Access, Delta, Switch), cheque or postal order.
Free delivery in the UK. £5.00 Europe.
£8.00 Rest of the World.

INTERNATIONAL SALES
(12 LINES)
TEL: (+44) 1703 455115
FAX: (+44) 1703 453321
Email: sales@cddirect.co.uk

PRICES CORRECT ON DAY OF PUBLICATION BUT A1E SUBJECT TO CHANGE. PLEASE FREEPHONE BEFORE ORDERING TO CONFIRM PRICE AND AVAILABILITY E.& O.E.

If you are not happy with your purchase for any reason, simply return the item in mint condition within 3 days of receipt. Please call the returns department for an authorised return number.
A restocking fee may be charged.

THESE COPS ARE ANIMALS

'... there's lots to recommend about Firo & Klawd'
MEAN MACHINES PSX

85%
C&VG

PlayStation

BMG INTERACTIVE

Police Force? More like Police farce if you ask me.

Playstation and the Playstation logo are trademarks of Sony Computer Entertainment Inc. Developed by Interactive Studios Limited. Distributed by BMG Interactive.

Championship Manager 2

Tactics Guide – Part 1

Over a year after its release, *Championship Manager 2* has made a storming comeback in the charts. So, by popular demand, here's the first part of our comprehensive coaches' guide by no less an authority than its author, Craig McCracken. Do we not like that?

STYLE OF PLAY

Your style of play is a crucial component of a winning game plan. Many *CM2* players noticed that long ball and direct tactics used to work very well in the UK game, perhaps too well. But the Wimbledon fans among you will find that with the patch update there is no

particular bias towards any particular style of play. Effective formations now rely to a much greater degree upon the type of player you have in your team.

The key to selecting a successful style of play is basically to have a good look at the players you have and make a judgement based around the resources available. If you are Liverpool and by divine right have a squad full of talented players, then the passing style is the only one for you. Take on a smaller club where flair players are likely to be thin on the ground and you might find that a more brutal direct or long ball approach is a quicker route to success than pretty much everything else.

The more continentally minded among you might wish to take over a club like Lincoln and, as if on some evangelical mission, impose a passing regime on it. Good luck, it's not easy to pass your way out of the lower Divisions, but the critics will love you and it can be good preparation for when you eventually make the big time and have to compete against the likes of Liverpool and Manchester United.

PASSING STYLE

You'll need artists blessed with such gifts as: Passing, Creativity, Intelligence and Flair.

LONG BALL, DIRECT STYLE

Employ players who are the personification of: Strength, Stamina, Pace and Determination.

FORMATIONS

Different managers will each have their preferred formations, probably as a result of some childhood incident. The one rule of thumb is to always try, wherever possible, to stick with your chosen tactical set-up. Contrary to opinion, sticking all of your players up front, with ten minutes remaining, to try and haul back a deficit in an important Cup match can be counter productive. Your players will take some time to adapt to their new positions and by the time they do it may be too late, or your opponents will have murdered you on the counter attack. It's better to have the courage of your convictions, and see a formation through a match from beginning to end.

To make as quick an impact on your Division as possible, it's better to adopt a positive rather than negative approach. Nothing sends your players' confidence soaring like the primal act of scoring goals, and if they can get on a run they will hardly notice the odd goal flying into their own net. Thus a successful attacking philosophy, as well as being kinder on long suffering fans, is often more self-sustaining than a defensive one.

Once you've established a formation that you're happy with, you can gradually sign up players to fit specific roles – like the great Liverpool teams of the 70s and 80s did, or the Milan teams of recent times have done. When a player is past his best or just not performing at his peak, then he can be replaced by a similar type of player.

The most common formation is the 4:4:2, and when constructing your dream team around it you should look for the following:

KEEPER: Obviously. Look for Shot Stopping, Consistency and Stamina.

CENTRAL DEFENDERS: Try and get a good mix between an out-and-out stopper like Tony Adams alongside a ball-playing defender like Phillipe Albert, who is capable of instigating creative moves from the back.

FULL BACKS: While tackling is the main concern, it is useful to have at least one with Pace, Stamina and Creativity to scamper up and down the flanks, providing another attacking option for you.

CENTRAL MIDFIELDERS: It's useful to have at least one of your central midfielders as a David Batty style anchor, capable of tackling and providing cover for your central defence.

FLANK MIDFIELDERS: These can also be called wingers in many cases. They are the main players providing support for your front players and are thus very important. You may well choose to dictate their movements by arrowing them forward on the Tactics Screen. Creative flank midfielders should have Pace, ☛

ONLY THE BEST

COMPUTER SOFTWARE

7 CLEEVE WOOD ROAD, DOWNEND, BRISTOL BS16 2SF Callers by appointment only.

Website: http://www.otb.co.uk Email: otb@otb.co.uk or 100524.566@compuserve.com

TEL: 0117 9401315/9401316

MON-FRI 10am-7pm SAT 10am-5pm SUN TIMES VARY.
ANSWERPHONE AT ALL OTHER TIMES.

All prices include VAT. UK postage add £1·50 per item. Prices subject to change.
Access and Visa accepted. Please allow 7 days for cheques.

UNBEATABLE SERVICE

THE BEST VALUE AND THE BEST SERVICE

OTB CODE OF PRACTICE

1. CREDIT CARDS ARE NOT CHARGED UNTIL GOODS ARE DESPATCHED.
2. THE CUSTOMER IS ALWAYS INFORMED WHETHER GOODS ARE IN STOCK OR **NOT**.

CD ROM GAMES Inc VAT

FLIGHT SIMULATOR SPECIAL OFFERS

REFERENCE, EDUCATIONAL AND UTILITIES

BBC TV PRODUCTS

BRODERBUND SOFTWARE

COREL SOFTWARE

DISNEY SOFTWARE

DORLING KINDERSLEY SPECIAL OFFERS

EUROPRESS SOFTWARE SPECIAL OFFER

FLAGTOWER SOFTWARE

MARIS SOFTWARE

MICROSOFT SPECIAL OFFERS

PLEASE NOTE MOST MICROSOFT TITLES REQUIRE WINDOWS 95 PLEASE CHECK

NEW MULTIMEDIA

SIERRA EDUCATIONAL SOFTWARE

BUDGET TITLES Inc VAT

POWERPLUS BUDGET RANGE

JOYSTICKS Inc VAT

CH PRODUCTS SPECIAL OFFERS

THRUSTMASTER SPECIAL OFFERS

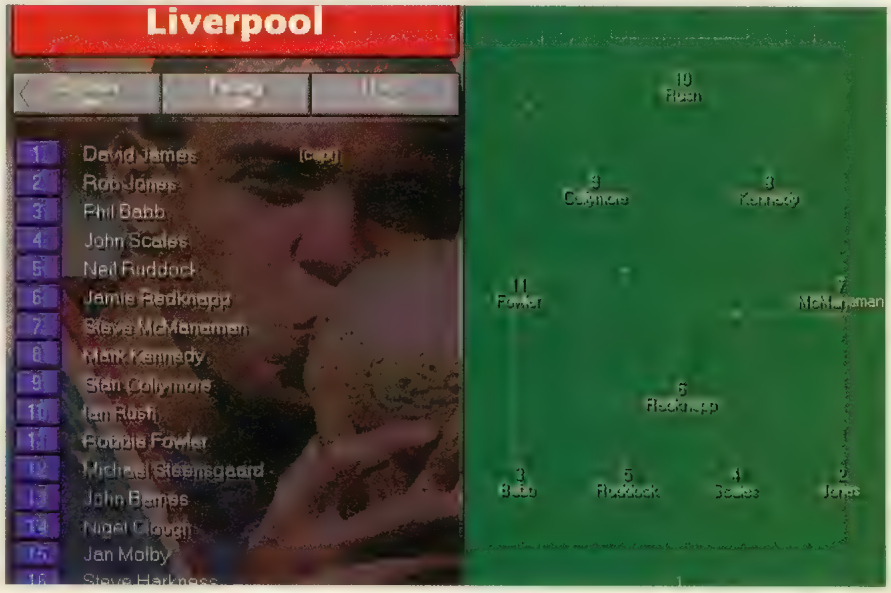
MODEMS Inc VAT

SPECIALS Inc VAT

WE ONLY SELL FULLY BOXED VERSION NOT OEM. PLEASE CALL FOR A PRICE ON ANY UNLISTED PRODUCT.

Creativity and Fantasy – essentially, the abilities of a maestro who can conjure something from nothing.

STRIKERS: If you are playing with two main attackers, then it's very important to field a useful combination. A strong, powerful and determined front man is highly recommended, basically a target man paired with a quicker, smaller, nippier partner. If you do choose to play with two big strikers, then make sure that you have plenty of width and players that can provide crosses. If you play with two smaller penalty-box-style players, then make sure you have a creative, passing central midfielder who can pick out the forwards with penetrative through balls.



PLAYER FORM AND MORALE

You can splash out £15m on Alan Shearer or pick up a bargain basement Third Division player on a free transfer, yet, despite the huge gulf in quality between the players, their ability to transform a team is often only potential. After all, if Alan Shearer is going through a form slump, then he contributes little more than anyone else regardless of his huge price tag. Form crises is an aspect of football that every manager will face on a regular basis in *CM2* and, as in real life, it is nearly impossible to predict when it will happen and when it will pass. If it does break out, then there are several options open to you. You can persevere with the player, hoping that nature will run its course and he'l rediscover his touch and thank you for your faith in him. Otherwise, you can drop him to the bench or out of the team completely until he shows sign of improvement. There's no surefire solution to this problem, but check out the player character stat. The higher the rating, the stronger the player's character and the more likely he is to accept your decision in a professional manner. It's certainly advisable to have, wherever possible, a team of model professionals like David Platt.

Player form and morale are linked very closely. If a player's form slumps, yet he remains quite happy and enthusiastic, then there shouldn't be too big a problem, but once his morale slumps as well then you're in major difficulties.

A chief cause of morale loss is a lack of first team opportunities for a player. Accordingly, it is worthwhile to try to give your fringe players first team experience from time to time to keep them settled. Play them in low-risk Cup matches or even specifically arranged friendly matches to test them out.

PLAYER FITNESS

Many managers have cause to curse injuries, especially when a star player has been out of action for a while and comes back displaying much poorer form. The only positive thing you can do is to allow a player to reach 100% fitness before he becomes an automatic consideration for your side. You may be tempted to start an important player for a big match when he has just recovered from an injury and his fitness level is only around 75%. This probably won't contribute all that much to your side and you run the risk of delaying his recovery in the long term.

TRANSFERS

Naturally, one of the first areas where a new manager wants to make an impression is on the transfer front. New managers with cash to spend tend to instinctively delve into the transfer market in an attempt to bolster their squad without, perhaps, taking the time and trouble to give the existing players a chance to prove themselves.

At least try them out first, before deciding to make wholesale changes. Remember that individual player ratings are only a guide to a player's potential ability. A fringe player, doing well on an extended run, will soon see his ratings soar accordingly.

Even if your raw materials leave much to be desired, bear in mind that management is a long-term job and in *CM2*, perhaps more than in real life, you'll be given plenty of time to impose your personality on a team, even if initial results have you looking anxiously at the 'vacancies' section of the newspaper. But if your players just aren't up to the job, then it's time to shop around the transfer market.

However, the added advantage of holding fire, before plunging into the market, is that most other clubs will have fought each other at the start of the season for the players of their choice, often inflating prices as they attempt to outbid each other. By mid-season there are more options open to you, especially as, by then, many clubs have come to terms with their own squad's strengths and weaknesses, dumping extraneous players onto the market, or offering them for loan or a free transfer.

Even if you're a massive club, there's no reason why you should discount free transfer players. Many of them will be youngsters that other clubs simply don't have the patience or room for.

Taking players on loan is also another cheap way of obtaining player resources. Plus, with these players, you can try before you buy. Observing how a player fits into your team is a big advantage, and you know that when a player is available for loan then his club will invariably consider firm offers for his services. Take a look at the clubs with the biggest squads, keeping an eye out for positions where the team is well catered for, perhaps having four or five players all competing for the same position. The fringe players might not be officially available for loan, but their clubs will often look favourably at unsolicited approaches.

Transfer listed players are easier to deal with than players who are generally quite happy to stay at their club. With players on the official transfer market you can usually get away with paying a bit less than the asking price. Similarly the player will accept smaller wages.

As a rule of thumb regardless of whether you are trying to sign a player on a free transfer, take him on loan or negotiate a mega million pound deal, you should take more notice of his appearances, goals and averages for the season than his individual stats. As mentioned before, it is better to buy a player with lesser attributes but better form than vice versa.

FINANCIAL

The financial structure of *CM2* is not hugely complicated. Your basic purpose is to raise as much cash as possible to spend on players without exhausting your cash supplies and hiking up your wage bill so much that your club is losing thousands of pounds every week. Oh yes it is. Success brings obvious financial benefits like prize money, increased gate receipts and sponsorship funds, but it is useful if, from the outset, you can reduce the amount of cash that your club pays out on unnecessary player wages.

Most squads will start with up to 30 players and after you've tried them out, and decided which ones feature in your long-term plans, then it's prudent to flog the dead wood

off as soon as possible. Most clubs should be able to operate with 20-man squads. This helps not only to reduce costs, but also to increase your purchasing power when it comes to new signings. How often have you found your dream player, only to find they want wages just out of your financial reach? PCG

Next month

The January issue of PC GAMER will contain tactics for the expert *Championship Manager 2* player.

CM2

Championship Manager 2 received a career-threatening but ultimately character-building 49% in PCG 24.

THERE IS A CREATURE

Admit it. He's in there. In some dark corner of your brain. Let him loose in Leisure Suit Larry's® latest, greatest

INSIDE EVERY MAN THAT WANTS TO

CD-ROM adventure: "Love for Sail!" Al Lowe is at his bawdy best, launching software's best-known character

GROPE, FONDLE AND SAY

loose on a cruise ship filled with buxom beauties. The result? Laughs by the boatload. Groan at Lowe-ly puns.

INAPPROPRIATE

Snort along with Scratch 'n' Sniff puzzles.

THINGS TO WOMEN.

Stare at the best babes this side of a plastic surgeon's office. Stick your

HIS NAME IS LARRY.

face in the game (and your voice, too). All the fun of picking up women without that bracing slap in the face.

LEISURE SUIT LARRY® LOVE FOR SAIL!

COMING... END NOVEMBER FOR PC CD-ROM

SIERRA®

FREE CD-ROM!

Look for LEISURE SUIT LARRY'7 in the SIERRA multimedia games catalogue

Surname:..... First Name:.....

Address:.....

Postcode:..... Country:.....

Please return to: Sierra On-Line
4 Brewery Court, Theale, Reading
Berkshire RG7 5AJ -
Great Britain

LARY1214

"Sonic™ I deemed simplistic,
Duke Nukem 3D™ amused me,
and Quake™ entertained me
for a matter of minutes."

THE GAME GURU TALKS

Approximately a quarter of a century ago William Clow aka The Game Guru, plugged a prototype of Atari Pong™ into an old black and white TV. He systematically set about defeating the 2k machine. It took him just 96 minutes.

TODAY, WELL INTO HIS SEVENTIES, CLOW IS THE WORLD'S LEADING AUTHORITY ON GAME PLAY. HE POSSESSES A MYSTERIOUS ABILITY TO DEFEAT ANY COMPUTER GAME WITHIN 3 HOURS OF SETTING EYES ON IT. HIS OPINION IS SOUGHT BY SOFTWARE MANUFACTURERS FROM SILICON VALLEY TO TOKYO. STUDIO 3DO RECORDED THIS EXCLUSIVE INTERVIEW WHEN THEY CAUGHT UP WITH HIM AT HIS HOME IN GREENWICH VILLAGE, NEW YORK.

Studio 3DO: Why do you keep doves?

: There's a theory in psychology called Cogn tive Dissonance. It's about the way people strive for balance in their life My life is centred around defeating machines or other players I seek conflict Doves represent peace, they bring balance to my life.

Studio 3DO: Is defeating a game more important than playing it, surely it's the taking part?

: Whoever said that never won. Winning is the purpose of gaming Machines don't understand the concept of 'playing' – that is a human flaw, machines are designed to succeed. To beat a machine you only have to think like a machine

Studio 3DO: When did you start gaming?

: Way back in the fifties when the first Pin Ball machines showed up. I travelled from state to state rackin' up high scores all over America. That was when I played by the rules – I was young and stupid

Studio 3DO: Does that mean you break the rules now?

: The world is ruled by deeds, not by good intentions, and one efficient sinner is worth ten futile saints and martyrs

Studio 3DO: So you do cheat?

: The whole secret of successful fighting is to get your enemy at a disadvantage. Never, on any account, fight him on equal terms. If a game can be hacked it will be hacked It is no more cheating than practice, but those who practice cheat themselves. I have beaten over 100 of the top PC titles. Hacking a programme is an art form in itself. It is the sport of winners and should be respected as such

Studio 3DO: Will there ever be a game you cannot defeat?

: All the armed prophets conquer, all the unarmed ones perish. People will always dream up new, and so called harder games to defeat, but it's of little consequence. Sonic™ I deemed simplistic, Duke Nukem 3D™ amused me, and Quake™ entertained me for a matter of minutes Some people are good at throwing a ball, others know how to write a tune. Myself, I just know how to win

THE GAME GURU'S SECRETS AND CHEATS ARE AVAILABLE ON DISK FROM ALL LEADING GAMES STORES

STUDIO 3DO

© 1996 The 3DO Company. 3DO, Studio 3DO the 3DO logos, and Game Guru are trademarks and/or registered trademarks of The 3DO Company. All other brands or product names are trademarks and/or registered trademarks of their respective holders. All rights reserved

Sam & Max Hit The Road

The Classic Solution is back, so every month from now on we will be bringing you a complete solution to a classic PC game. And what better way to begin than with one of LucasArts' all-time greats...

THE OFFICE

The game starts in the office. The first step is to look at the rat hole at the back of the room. This is where Sam and Max hide their cash. Pick up the rat hole to get your loot. Next, walk to the right and look at the closet. Pick up the black light bulb. Feel free to pick up and/or use the implements in the dartboard for a quick laff. They serve no useful purpose though. When you've finished playing about, go outside.

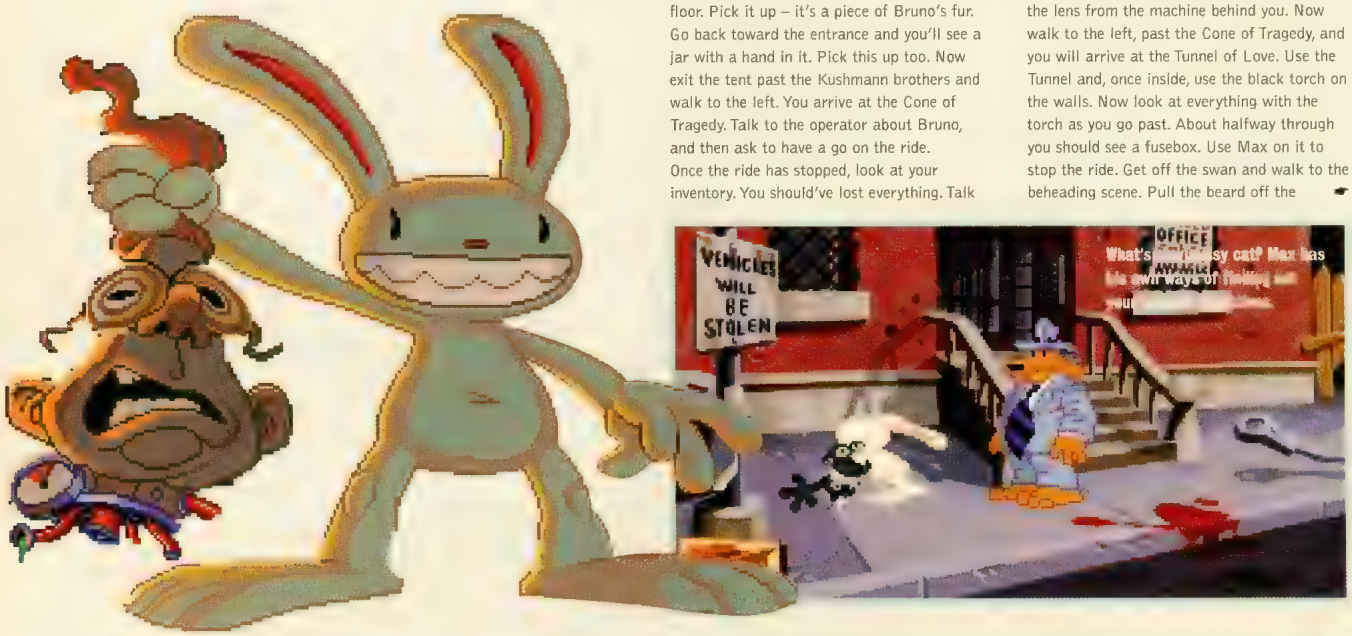
Meet Sam (dog). Meet Max (rabbit). Ah, bless 'em and their furry comic violence.

OUTSIDE THE OFFICE

Use Max on the bloke hanging from the stairs if you want a throwaway giggle. Now go down the stairs to the street. You may remember from the intro sequence that you are supposed to meet a bonded courier here. Talk to the cat – he is the courier in disguise – and then use Max on him. This reveals a letter, which shows you the location of the Carnival, as well as your mission briefing. Use the car to go to the carnival.

THE CARNIVAL

Use the letter (outlining your mission) on the fire-eater to get past him. You can now enter the Hall of Oddities and talk to the Kushmann brothers, who tell you of Bigfoot's escape and the Trixies' involvement. The brothers then give you a free pass for the rides. By the melted ice-stand you should see something on the floor. Pick it up – it's a piece of Bruno's fur. Go back toward the entrance and you'll see a jar with a hand in it. Pick this up too. Now exit the tent past the Kushmann brothers and walk to the left. You arrive at the Cone of Tragedy. Talk to the operator about Bruno, and then ask to have a go on the ride. Once the ride has stopped, look at your inventory. You should've lost everything. Talk to the operator again and he will give you a claim ticket. Go back to the right and past the caravan round the back. This brings you out at the side of the Hall of Oddities. Go into the Lost and Found tent on the right, and you can get your gear back. Look at it and you will have gained an extra piece of equipment – a fish magnet. Look at this and it reveals a new location – The World of Fish. Go back past the Hall of Oddities and locate the Wak-A-Rat game in the booth by the caravan. Use the game and score 20 or more to get a torch with no light bulb. Use the black light bulb with the torch to make a black torch. Pick up the lens from the machine behind you. Now walk to the left, past the Cone of Tragedy, and you will arrive at the Tunnel of Love. Use the Tunnel and, once inside, use the black torch on the walls. Now look at everything with the torch as you go past. About halfway through you should see a fusebox. Use Max on it to stop the ride. Get off the swan and walk to the beheading scene. Pull the beard off the



The audio experience from our new Sound Blaster is so real that, when you find out what you've been missing, you'll certainly know what hit you.

With 3D Positional Audio, suddenly you can hear the metallic click of the shotgun's trigger over your left shoulder.

The Sound Blaster 32 also features Creative 3D Stereo Enhancement™, which makes your whole system sound fuller and more powerful so that sound hits you from every direction.

For still greater effect, adding memory to our SoundFont Technology lets you add new sounds. Or you can add up to 28 MB of memory to create your own sound library. And, of course, the Sound Blaster 32 is fully Plug-n-Play compatible and works with Microsoft® Windows®95, Windows 3.1 and MS-DOS®. Installation couldn't be quicker or easier.

Life is too short to be stuck with an ordinary sound card. Whether you're a serious gamer or a sound lover, the new Sound Blaster® 32™ PnP will knock you off your feet.

The Sound Blaster 32 is the affordable breakthrough that audio devotees like yourself have been waiting for. It delivers the realism of professional wave-table synthesis, which uses actual recordings of real sound effects and musical instruments. With 32-note polyphony, it can play up to 32 notes simultaneously, adding new detail and richness to your favourite games and software.

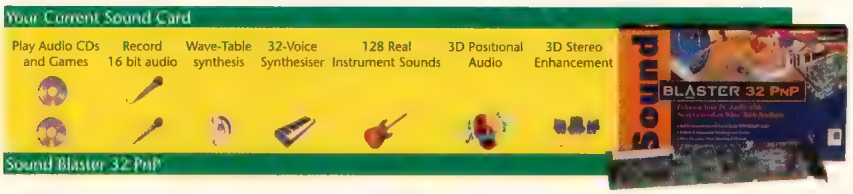
The Sound Blaster 32 is fully upgradeable to support 3D Positional Audio™ and SoundFont® Technology by adding standard SIMMS.

To demonstrate Creative's leading involvement in the Internet, the Sound Blaster 32 comes with an exclusive range of INTERNETed™ software. Phone anywhere in the world over the Internet with WebPhone, surf the Web with Microsoft® Internet Explorer and play back high quality audio while you surf with the RealAudio Player.

You could experience the ultimate reality in sound, with the Sound Blaster 32, Blaster CD™ 8x and Sound Blaster Speakers™ – a killer combination. The Sound Blaster 32 PnP is available at your nearest Creative Labs dealer at an SRP of £109 including VAT. But do it today because tomorrow may be too late.

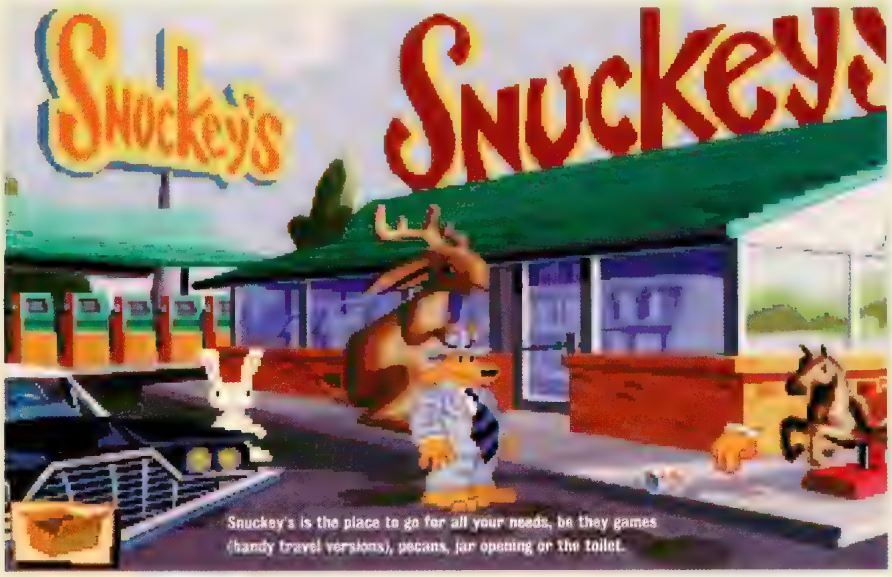
Visit our World Wide Web site 'Creative Zone' www.creativelabs.com or call our pre-sales hotline on 01245 265 265

Introducing Sound Blaster 32 PnP. Hear What You've Been Missing



CREATIVE

©1996 Creative Labs. Sound Blaster is a registered trade mark and the Sound Blaster compatible logos are trade marks of Creative Technology Ltd. The Creative Logo is a trade mark of Creative Technology Ltd. Microsoft and Windows are registered trade marks of Microsoft Corporation. All other brand and product names listed are trade marks or registered trade marks of their respective holders. All specifications are subject to change without prior notice. Actual contents may differ from slightly from those pictured


Snuckey's
Snuckey's is the place to go for all your needs, be they games (handy travel versions), pecans, jar opening or the toilet.

Henry VIII figure and the door at the back will open up. Go through the door to meet Bruno's friend, the mole man. Talk to him and he'll say that he will swap the key to the Trixies' trailer for some pecan chocolates. He also tells you of his Uncle, Shuv-Oohl, and reveals the location of the Ball of Twine Restaurant to you. Use the switch by the door and leave. Once you've left the ride, walk left, down past the side of the Hall of Oddities, and you'll end up on the map screen. Drive to any of the burgers (these represent Snuckey's bars).

SNUCKEY'S

Pick up the cup outside, and then enter. Pick up the box on the shelf nearest the counter (the required pecan chocolates) and the hidden game from the rotary rack near the back of the store (repeat this at all three Snuckey's to get all three games). Go to the counter and pay for the items. Now talk to the bloke at the counter until he mentions he can open any jar. Get him to open the jar with the hand in it. Now ask him if Max can use the bathroom. Max takes the key. Now make your excuses to the counter man, and follow Max as quickly as possible. Once outside, you will hear the toilet flush and see Max coming back. Stop him by talking to him, and then get him to keep the key with the rasp file. Afterwards, return to the carnival.

THE CARNIVAL (AGAIN)

Go back to the Tunnel of Love and use it to revisit to the mole man. Give him the chocolates and he'll give you a crowbar (the key to the caravan). A cut scene follows. Leave and go to the caravan. Use the crowbar on the door and enter. Use the chest in the foreground to get a stiltwalker suit, and then the wardrobe to obtain a Gator Golf card. This reveals a new location, the Gator Golf Centre. Now go back to the map and head for...

THE WORLD OF FISH

Pick up the bucket of fish near the bait store. Go and talk to the man about the helicopter you saw when you first arrived, and he'll tell you about the Ball of Twine Restaurant stealing his fish. Now go back to the car and head for...

THE GATOR GOLF CENTRE

Go up to the counter and talk to the man about the characters. Pick up the broken golf ball retriever from the bin on the right. Walk down to the golf range. You will meet Conroy Bumpus again. In the cut scene that follows, a fight occurs and Max ends up in the Dunk the Beast tank at the back of the screen. Once you wake up, it's time to play Gator Golf so you can rescue Max. Use the bucket of fish with the golf balls, and then use the golf club. To liberate Max you must line up the gators down the approximate centre of the screen, which Sam can then use as stepping stones. To do this you must aim a shot slightly behind or ahead of each alligator, and then shoot – with the fish – until they are all lined up. Max will know when you've done it right. Walk to the island and use the door in the tank to get Max out. This also reveals a cupboard-type area in the base. Use this and you will find a snow globe inside, which reveals the Mystery Vortex location. Max will also give you a piece of fur he's found. Now return to the car and go to...

THE MYSTERY VORTEX

Enter the cave. Everything is a little weird in here. Go into the back room first and talk to the woman. You'll find another piece of fur near the block of ice. Pick it up. Now go back to the main room and use the mirror. This takes you to a secret room with three magnets – each corresponding to a primary colour. You can switch the magnets on or off individually by using them.

Changing the room's colour scheme by activating and deactivating said magnets enables you to enter the doors. Turn all three magnets on and you'll be able to go through the white door. Through here you will find the mole man's uncle, Shuv-Oohl. He'll give you some advice and then complain about his mood ring being lost when he helped make the ball of twine. He also tells you of Frog Rock between two landmarks (it's random), where strange things happen. Leave the Vortex and go to...

THE BALL OF TWINE RESTAURANT

Go to the cable car and use it to reach the top. Once there, walk left to enter the spinning restaurant. Talk to the shaman-type

CREATIVE

3D Blaster

PCI

See What You've Been Missing

If you play games on the PC, you've never seen anything like the Creative Labs 3D Blaster. This breathtaking graphics accelerator takes 3D game play on PCI systems to a whole new dimension of excitement with imagery so realistic your eyes will be out on stalks.

No more blocky graphics or jerky frames. Instead you can feast your eyes on superb quality, super sharp definition and blinding performance which you can't get with conventional cards.

3D Blaster PCI's compatibility also gives no other card a look in, with extensive games support including Direct3D™, DirectDraw™, CGL and Speedy 3D.

Today there are more than 40 top titles launched that support the 3D Blaster PCI, and four of these hot titles come with every card – Quake™, Flight Unlimited™, Battle Area Toshinden™, and Rebel Moon™. Keep your eyes open for more to come.

3D Blaster PCI combines full screen colour with total 3D realism for much richer, more defined and more hypnotising game play than you've ever experienced before.

Harness it with the awesome Sound Blaster 32 card, and you won't believe your eyes – and ears.

See what we mean. Today.
Visit our Entertainment Arcade in 'Creative Zone' (www.creativelabs.com), the site for serious players' eyes or call our presales hotline on 01245 265 265

CREATIVE

© Creative Labs 1996 Sound Blaster is a registered trade mark and the Sound Blaster compatible logos are trade marks of Creative Technology Ltd. The Creative Logo is a trade mark of Creative Technology Ltd. E-mu Systems is a trademark of E-mu Systems, Inc. Microsoft Windows and MS-DOS are registered trade marks of Microsoft Corp. in the United States and/or other countries. All other brand and product names listed are trade marks or registered trade marks of their respective holders and hereby recognised as such. All details are correct at time of going to press. All specifications are subject to change without prior notice. Actual contents may differ slightly from those pictured.

Quake PC Rom

£14.99 PC Rom

£24.99 PC Rom

Classic Collection Dolphine PC Rom

SOFTWARE FIRST

£27.99 PC Rom

Network RAC Rally PC Rom

£31.99 PC Rom

Elder Scrolls 2 Daggerfall PC Rom

Call NOW for your free catalogue

PC ROM GAMES

11Th Hour	12.99
Across The Rhine	9.99
Ultra Pinball	20.99
Ultra Pinball 2	23.99
Vs Guest	9.99
Time Classic	9.99
Virtuoso Pinball	21.99
Age Ventura	26.99
Age Of The Deep	15.99
Aces Over Europe	9.99
Action Soccer & Prem Manager 3	Please Call
Add On Blood & Magic	30.99
Add On Undermountain	30.99
Age Of Sail	28.99
Age Of 4D Longbow	35.99
Age Of Bucks	9.99
Albion	29.99
Alien Trilogy	Please Call
Allied General	30.99
Alone in the Dark Trilogy	30.99
Alone in the Dark 1,2 & 3,	
American Civil War	28.99
Anvil	30.99
Apache	Please Call
Apache Longbow	24.99
Archimedean Dynasty	Please Call
Armored Fist 2	31.99
Ascendancy	12.99
Aces	34.99
Atf Nato Fighters	17.99
Australian Rugby League	31.99
Avalon Tear	30.99
Battle Cruiser 3000AD	26.99
Battleground Antietam	28.99
Battleground Ardennes	28.99
Battleground Gettysburg	28.99
Battleground Shiloh	28.99
Battleground Waterloo	28.99
Battleships	29.99
Battle Wallace and Gromit	18.99
Battles	32.99
Betrayal At Krondor	9.99
Betrayal In Antara	31.99
Big Red Racing	9.99
Bioforge	9.99
Blackthorne	29.99
Blade Machine Head	25.99
Blood 2	18.99
Broken Sword	27.99
Bubble Bobble & Rainbow Island	26.99
Bureau 13	9.99
Caesar 2	25.99
Campaign 2	4.99
Canyon Fodder 2	9.99
Capitalism	24.99
Cart	12.99
Champ Manager 2 French League	9.99
Champ Manager 2 German League	9.99
Champ Manager 2 Italia League	20.99
Champ Manager 96/97 Data Disc	12.99
Champ Manager All Stars	29.99
Championship Manager 2	9.99
Championship Manager 96/97	18.99
Chessmaster 5000 Anniversary	30.99
Chessmaster Turbo	28.99
Chessmens	30.99
Civilization	9.99
Civilization 2	30.99
Civilization 2 Collectors Edition	38.99
Civilization 2 Conflicts in Civilization &	
Civilization Strategy Guide	13.99
Clandestiny	31.99
Close Combat	29.99
Commanche	11.99
Commanche 3	29.99
Command & Conquer 2 Red Alert	29.99
Command & Conquer Companion	11.99
Command & Conquer Covert Ops	11.99
Command & Conquer Red Alert	29.99
Complete Carriers At War	30.99
Complete Great Naval Battles	28.99
Conqueror No Regret	11.99
Conqueror No Remorse	26.99
Constructor	31.99
Constructor Cutthroat Competition	29.99
Corridor 7	31.99
Creatures 2	Please Call
Creatures 2 Add on disc)	19.99
Crime Patrol	12.99
Crusader No Regret	10.99
Curse Of The Tentacle	Please Call
Cyberia USA	28.99
Deadlock	28.99
Deadly Skies	Please Call
Death Rally	Please Call
Deathkeep	30.99
Deathtrap Dungeon	29.99
Descent 2	29.99
Descent 3	29.99
Destruction Derby	9.99
Destruction Derby 2	35.99
Diablo	29.99
Die Hard Trilogy	30.99
Dig	29.99
Discworld 2	39.99
Dogz	12.99
Dominion	29.99
Doom 2	36.99
Dread Drought	33.99
Dreamweb	12.99
Dune & Dune 2	12.99
Dune 2	11.99
(BU 1 get 1 Free please call for details)	
Dungeon Keeper	32.99
EA Rugby League	31.99
Earth Seige	9.99
Ecstatica	12.99
Elder Scrolls 2 Daggerfall	31.99
Elite Plus	4.99
Empire Soccer	4.99
Eradicator	29.99
Euro 96	25.99
Even More Incredible Machines	9.99
F1 Grand Prix Manager	19.99
F1 Manager	27.99
F22 Lightning	33.99
Fade To Black	11.99
Falcon 4	Please Call
Fast Attack	22.99
Fields Of Glory	10.99
Fifa 97	31.99
FIFA International Soccer	11.99
Final Doom	21.99
Flashback	9.99
Flight Unlimited	26.99
Flying Corps	28.99
Football 97	24.99
Formula 1	39.99
FPS Baseball 96	25.99
FPS Baseball 97	29.99
FPS Pro Football 96	25.99
Frag le Allegiance	27.99
Freddy Pharkas	9.99
FSFX	32.99
Full Throttle	14.99
Gabriel Knight	9.99
Gene Machine	25.99
Gene Wars	31.99
Goblins 1 & 2	9.99
Gobliins 3	9.99
Grand Prix Manager 2	31.99
Great Naval Battles	6.99
Great Naval Battles 4	28.99
GT Racing 97	29.99
Guppels Inside	23.99
Hard Line	29.99
Hardcore 4x4	Please Call
Harpoon 2 Admirals Edition	26.99
Harpoon 97	Please Call
Harvester	26.99
Heart Of Darkness	29.99
Heretic Shadow Of The Serpent	25.99
Heroe Of Might & Magic Trilogy	28.99
Heroes Of Might & Magic 2	26.99
Hexen	21.99
Hexen Deathkings Of Dark	12.99
Hind Apache Longbow 2	26.99
Hoimes 2 Rose Tattoo	31.99
Hunter Hunted	30.99
Ian Botham Int Cricket 96	26.99
IM1A2 Abrams Tank	Please Call
Inca	9.99
Inca 2	9.99
Indy Car Racing	9.99
Indy Car Racing 2	16.99
International Rugby League	31.99
Jedi Knight	Please Call
Jetfighter 3	Please Call
Jimmy Whites Snooker	11.99
(BU 1 get 1 Free Call For Details	
Johnny Bazookatone	9.99
Jurassic Park	9.99
Kingpin	12.99
Kings Quest 6	9.99
Kings Quest 7	9.99
Krazy Ivan	30.99
Lands Of Lore	13.99
Lands Of Lore 2	Please Call
Last Blitzkreig	31.99
Last Bounty Hunter	27.99
Legend Of Kyrandia	10.99
(BU 1 get 1 Free Call For Details)	
Leisure Suit Larry 5	9.99 ZZ
Leisure Suit Larry 6	9.99
Leisure Suit Larry 7	31.99
Lighthouse	31.99
Links 386 Pro Courses	12.99
Links Challenge	9.99
Links Coghill Course	18.99
Links LS	33.99
Links Pelican Hill Course	18.99
Links Pinehurst 2 Course	18.99
Little King Activity Centre	33.99
Lords Of Realm	33.99
Lords Of The Realm 2	31.99
Lost Admiral 2	27.99
Lost Eden	9.99
Lost Files Of Sherlock Holmes	11.99
Lure Of The Temptress	11.99
(Buy 1 get 1 Free Call For Details	
Machiavelli The Prince	13.99
Madden NFL 97	31.99
Magic Carpet 2	24.99
Magic Carpet Plus	9.99
Master Of Dimensions	29.99
Master Of Orion 2	29.99
Mavis Beacon 4	30.99
MAX	34.99
MDK	34.99
Mech Warrior 2	33.99
Mech Warrior 2 Expansion Pack	18.99
(Clans, Legacy, mission disk)	
Mech Warrior 2 Mercenaries	32.99
Mech Warrior 2 Netmech	9.99
Network addon	
Mega Race 2	28.99
Metagraphics	22.99
(2000 Clipart 500 Fonts & 8000 Photos	
Might & Magic 6	29.99
Mission Beacon 4	30.99
Mortal Kombat Trilogy	34.99
Motor Mash	9.99
Motorhead	29.99
Mr Bones	9.99
Multi Player Battle Chess 4000	29.99
Myst	30.99
Nascar	9.99
Nascar 2	29.99
Navy Strike	12.99
NBA 96	32.99
Necrodome	30.99
Need For Speed Special Edition	33.99
Network RAC Rally	27.99
NHL Hockey 97	31.99
Normality Inc	27.99
Nuke It	16.99
(Duke Nukem 3D extra levels	
Ocean Trader	24.99
Olympic Games	29.99
Olympic Soccer	29.99
Orion Burger	26.99
Othello	17.99
Outpost	9.99
Over The Reich	26.99
Overlord	9.99
Pacific Islands	4.99
Pandora Directive	34.99
Perfect Flight Deluxe	17.99
(England & Wales	
Perfect General 2	27.99
Perfect Pinball	12.99
Perfect Sport	12.99
(Jack Nicklaus Signature Edition & On	
(The Ball Special Edition	
Perfect Strategy	19.99
(Battle Isle 2 Titans Legacy & The	
Phantasm	
PGA European ZZZ Nippen	16.99
PGA European Oxford	16.99
PGA European Tour	32.99
PGA Tour Golf & FIFA Soccer	14.99
PGA Tour Golf 486	11.99
PGA Tour Golf 96 Gold	33.99
PGA Tour Golf 96 Sawgrass	16.99
PGA Tour Golf 96 Spanish Bay	16.99
PGA Tour Golf For Windows	8.99
Phantasmagoria	25.99
Phantasmagoria 2	35.99
Picture Perfect Golf	12.99
Pinball 96	9.99
Pinball Construction Kit	26.99
Pinball Illusions	21.99
Pinball Mania	22.99
Pinball World	
Pinball Wizard	9.99
Planetes Animated Story Book	32.99
Police Quest 4	9.99
Power F1	29.99
Premier Manager 3 Deluxe 95/96	17.99
Privateer The Darkening	33.99
Pro Pinball Timeshock	Please Call
Psycho Pinball	12.99
Putt Putt Land	25.99
Quarantine	9.99
Quest For Glory Collection	23.99
(Quests 1,2,3 & 4)	
Railroad Tycoon Deluxe	9.99
Rama	32.99
Rayman	25.99
Realms Of The Haunting	28.99
Rebel Assault	11.99
Rebel Assault 2	33.99
Red Baron	9.99
Red Ghost	27.99
Reloaded	25.99
Return to Krondor	29.99
Riddle Of Master Lu	9.99
Rise Of The Triads	9.99
Risk	Please Call
Sam & Max	12.99
Sampras Extreme Tennis	32.99
Sand Warriors	Please Call
Scorched Planet	29.99
Screamer	9.99
Screamer 2	25.99
Secret Of Monkey Island 1 & 2	12.99
Sega Rally	Please Call
Sensible Golf	21.99
Sensible World 96/97 Update	9.99
(Update To Convert Sensible World	
Of Soccer To 96/97)	
Sensible World Of Soccer 96/97	21.99
Settlers 2	28.99
Shadow President	9.99
Shattered Stee	24.99
Shell Shock	28.99
Silvers	9.99
Shuttle	11.99
Sierra Print Artist 3	17.99
Sierra Print Artist 4	23.99
Silent Hunter	29.99
Silent Thunder	25.99
Sim Ant Classic	9.99
Sim City Classic	15.99
Sim City 2000	34.99
Sim City 2000 Collection	
(Sim City 2000 & scenarios & extra	
(never released before!	
Sim City Classic	9.99
Sim City Enhanced	12.99
Sim Classics 2	14.99
(A Train, Sim Farm & Sim Earth	
Sim Earth Classic	9.99
Sim Explosion	9.99
(Extra levels for Sim City & Sim City 2000	
Sim Farm Classic	9.99
Sim Life	15.99
Sim Life Classic	9.99
Sim Park	Please Call
Sim Tower	15.99
Simon The Sorceror	11.99
Simon The Sorceror 2	14.99
Soccer Legends	22.99
Sonic CD	23.99
Space Hulk	9.99
Space Hulk & System Shock	14.99
Space Quest 4	9.99
Space Quest 5	9.99
Space Quest 6	9.99
Space Quest Collection 1,2,3,4,5	17.99
Spycraft	29.99
Star Rangers	25.99
Star Trek Borg	24.99
Star Trek DS9 Harbinger	24.99
Star Trek Next Generation	20.99
Star Wars Compilation	Please Call
Stee Partners	30.99
Steel Panthers Campaign Disc	Please Call
Storm	11.99
Strike Commander	
Striker 96	25.99
Sukho Su27 Flanker	31.99
Super EF 2000	31.99
Sword Of The Samurai	4.99
Syndicate Plus	9.99
Syndicate Wars	29.99
System Shock	11.99
Tactcom	14.99
(EF 2000 data disc)	
Tactical Manager	9.99
Tactical World Of Soccer	Please Call
Team F1	27.99
Terminal Velocity	9.99
Terminator Future Shock	29.99
Terminator Skynet	30.99
Terracide	29.99
Terranova	31.99
TFX	11.99
(BU 1 get 1 Free Call For Details	
Theme Hospital	Please Call
Theme Park	9.99
Theme Park & Strike Commander	17.99
Third Reich	27.99
This Means War	30.49
Three Skulls Of The Toltecs	28.99
Thunderhawk 2	9.99
Tie Fighter Collectors CD	12.99
(Tie Fighter,Mission disks 1,17 extra	
missions & Film Clips)	
Tilt	9.99
Time Commando	31.99
Timegate	16.99
Tomb Raider	31.99
Top Gun Fire At Will	19.99
Toshinden	23.99
Total Football	Please Call
Tracer	16.99
Track Attack	10.99
Tracksuit Manager 2	19.99
Transport Tycoon & World Editor	9.99
Trivial Pursuit	23.99
Tunestruck	30.49
Tunnel B1	30.99
Twenty Wargame Classics	16.99
Twilight 2000 & Space 1889	4.99
UFO Enemy Unknown	9.99
Ultimate Doom Fresh Consumed	19.99
Ultimate Fortress 95	12.99
Ultimate Soccer Manager 2	25.99
Under A Killing Moon	11.99
Urban Runner	25.99
US Navy Fighters	14.99
Viking Conquest	28.99
Viper	25.99
Virtua Pool	27.49
Virtual Snooker	28.99
Warcraft 2	29.99
Warcraft 2 Deluxe	34.99
Warcraft Expansion Disc	15.99
Wargame Cons Set 3	30.99
Warhammer Shadow Of Rat	30.99
Warwind	Please Call
Werewolf	9.99
Wing Commander	9.99
Wing Commander 2	11.99
Wing Commander 2 & my Octane	14.99
Wing Commander 3	13.99
Wing Commander 4	21.99
Wing Commander Kilrath Saga	24.99
(Wing Commander 1,2,3 & Mission Disc	
Wipe Out	12.99
Wipe Out 2097	Please Call
Witchaven 2	9.99
Wooden Ships & Iron Men	24.99
World Cup Golf	9.99
Worms	26.99
Worms Reinforcements	12.99
Worms United	27.99
(Worms & Reinforcements)	
X Comm Computation	26.99
(Ufo x Comm & Strategy Guides)	
X Fighters	34.99
X Wing Collectors Cd	12.99
(X Wing Enhanced,B Wing & Imperial	
Pursuit)	
Yahtzee	17.99
Z	29.99
Zork Nemesis	33.99

PC ROM WIN 95 GAMES

After Life	17.99
Area 51	30.99
Caesar 2	29.99
Chaos Overlords	28.99
Close Combat	30.99
Command AOD	22.99
Conqueror	27.99
Creatures	26.99
Cybersform	26.99
Deadly Tide	33.99
Earth Seige 2 Skyforce	25.99
Espionage	Please Call
Fable	29.99
Fire Fight	29.99
Flight Unlimited	26.99
Gabriel Knight 2	34.99
Gex	24.99
Hellbender	5.99
Hyperbolde	Please Call
Indycar 2	19.99
Lost Vikings 2	Please Call
Magic The Gathering	29.99
Mavis Beacon 4	29.99
Mclaren Atlantic Mans	29.99
Mech Warrior 2	31.99
Microsoft Flight Sim 6	36.99
Microsoft Football	21.99
Microsoft Golf ver 2	29.99
Microsoft Golf ver 3	29.99
Monster Truck Madness	29.99
Mortal Kombat 3	26.99
NBA Fast Court	29.99
NBA Jam Tournament Edition	29.99
PBA Bowling	29.99
PGA Tour Golf 96	34.99
Police Quest Swat	34.99
Pro Pinball	26.99
Red Baron 2	34.99
Road Rash	29.99
Scrabble	Please Call
Siena Pro Pilot	29.99
Sim Copter	Please Call
Sim Golf	Please Call
Simon The Sorceror 2	11.99
Space Bucks	23.99
Space Hulk Vottoa	9.99
Star Trek Generations	Please Call
SSI Toorderoga	9.99
Virtua Fighter	25.99
Wages Of War	9.99
Williams Arcade Greatest	Please Call
X Com Apocalypse	Please Call

JOYSTICKS & ACCESSORIES

4 Meg Pc Pin Pong Upgrade	14.99
8 Meg Pc Pin Pong Upgrade	19.99
Ch Flite Combat Stick	49.99
Ch Flite Fight Stick	119.99
Ch Flightstick	54.99
Ch Flightstick Pro	54.99
Ch Gamecard 3	34.99
Ch Pedals	64.99
Ch Pro Pedals	64.99
Ch Pro Throttle	64.99
Ch Virtual Pilot	64.99
Ch Virtual Pilot Pro	84.99
Gravis Game Pad	22.99
Logic 3 Activa Joypad	14.99
(6 Button Joypad with Autofire	
Logic 3 Swift Joypad	12.99
(6 Button Clear Joypad with Autofire	
Logic 3 Tornado	19.99
(2 Button Analogue Joystick	
Megapad Xv631M	14.99
(PC 6 Button pad with individual	
turbo fire, 6 ft cable)	
Microsoft Home Mouse	34.99
Mouse Mat	4.99
Performer Turbo Wheel & Pedals	64.99
(Analogue Self Centering Steering Wh	
& Pedals	
Phantom 2 6 Button Joypad	14.99
Phantom 2 Pro 6 Button Joypad	19.99
Quickjoy HS Games Card	14.99
(For Pcs with speeds between 4.77mh	
& 120mhz including Pentium	
Quickshot Apache	14.99
Quickshot Avenger Pro	14.99
Quickshot Command Pad	14.99
(Four Fire Buttons, 2 Turbofire, 6 Foot	
Cable	
Quickshot Python 5	11.99
(Delta 2 Button joystick	
Quickshot Sharkster	17.99
Quickshot Sidewinder	14.99
(Analogue 4 Button joystick with Thr	
control	
Quickshot Warrior	11.99
(Analogue 2 Button joystick)	
Sidewinder Game Pad	32.99
Sidewinder Gamepad	34.99
Sidewinder Pro	46.99
(Specialist Joystick)	
Sidewinder Pro 4 Fire 3	54.99
Slick Joystick	9.99
Soundblaster 16 Value Pack	79.99
(16 Bit Stereo Sound Card with IDE	
connector)	
Soundblaster 32	149.99
Soundblaster 3D Blaster	149.99
Soundblaster AWE 32	199.99
Speedking	19.99
Speedpad	14.99
Speedpad Pro	19.99

All prices include VAT. Credit cards not charged until day of despatch
Free postage in UK
Next day UK mainland £4.00
Overseas Postage:
Europe £2.00 per item
R.O.W. £3.00 per item

Tel: 01268 531222

Fax: 01268 531177

EMail: sales@softwarefirst.com

Web site: http://www.softwarefirst.com

Please send Cheques/POs payable to:
SOFTWARE FIRST, UNIT 6 CAPRICORN CENTRE, CRANES FARM ROAD, BASILDON, SS14 3JJ.
Telephone Orders: Mon-Fri 9.30 - 6.30pm, Sat & Sun 10am - 4pm. Order Answerphone at all other times.
Some titles may not be released at time of going to press.
Prices are subject to change without notice. E&OE. **Callers welcome by appointment. Please state type of computer when ordering.**

character and he will give you a bent spanner. Now go to the left of the elevator and you will see two power lines on the floor. Pick them up and use them on the telescope behind you. Also use the lens from the carnival on the telescope. Now use the telescope itself. Locate the two landmarks, controlling the telescope as directed in the manual. You must stop the telescope to identify them. Locate the grey rock between – and then stop the telescope on this. Frog Rock will appear on the map. Leave the telescope and use the elevator. Go back to the ground and head to the museum near the ball. Once inside the museum, use the ball-grabber with the hand – and then use that with the fish magnet. Use the whole contraption with the ball of twine to acquire the mood ring.

THE MYSTERY VORTEX

Go back and see Shuv-Oohl. Give him his mood ring, and he'll give you some of his mystic powder. Take it and go to...

Don't write in and complain. It's supposed to be this way up. Inverted reality, you see.

FROG ROCK

At Frog Rock, use the three samples of fur on the rock as instructed by Shuv-Oohl, and then use the powder. Watch the following set scene carefully for a less than subtle clue. A new location on the map – Bumpusville – will also be revealed. Head back to the car and drive there.

BUMPUSVILLE

Go into Bumpus' room (on the far right), and use the bed. Pick up the pillow, and then use the golf ball retriever to get the book above the door. Don't attempt to grab the wig yet. Leave the bedroom and go down the hall. Enter the music room on the far left, and watch the band. When they've finished, do not attempt to approach them because the alarm is on. Now exit the music room and, when you see the robot, use the book with it. Connect all the wires, and the robot will re-enter the music room and trip the alarm. Now go to the alarm room, which is next to Bumpus' room. Use the virtuality alarm equipment. In the VR section, pick up the sword and go to the cave. Use the sword against the dragon. After you've killed it, pick up its heart to get the key. Leave and go back to the music room. Use the key on the keyhole by the door to disable the alarm. In the following cut scene, Trixie and Bruno escape, but find time to reveal to you where they're heading – the Savage Jungle Inn. Go back to the trophy room, and pick up the photo of the naturalist, John Muir, at the back of the room. Now leave the house and go to the...

SAVAGE JUNGLE INN

Once inside, engage the receptionist in conversation. When you finish she gives you some brochures. Look at these to get the final locations Mount Rushmore and the Celebrity Vegetable Museum. Try to enter and the yeti reminds you that only sasquatches and their dates are allowed in. Obviously, you need a disguise. Leave and go to the Celebrity Vegetable Museum.

CELEBRITY VEGETABLE MUSEUM

Go to the lady and talk about Bumpus. She tells you she has got a lot of egg plants that look like him. Take one (they're on the right). Now go back to...

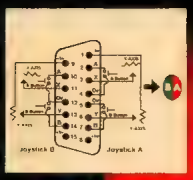
BUMPUSVILLE

Go to Bumpus' room, and use the egg plant with the wig. You trip the alarm, but at least you get the wig. You'll then get thrown out. Use the wig with the stilt walker suit to make the beginnings of your costume. Now go to...

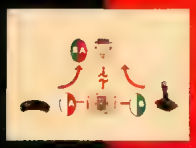
TOONSTRUCK
Where cartoons show their true colours.
AVAILABLE ON PC CD-ROM
©1996 Virgin Interactive Entertainment, Inc. All rights reserved. Toonstruck is a registered trademark of Virgin Enterprises, Ltd. All rights reserved.

Alfa Twin

The ONLY automatic joystick selector you'll ever need

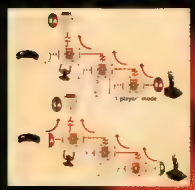


Although most PCs have only one game port the design actually supports two joysticks (A & B). Advanced sticks that sport four buttons, throttle and rudder controls or coolie caps, make use of the second joystick (B) controls. When two sticks are connected only two fire buttons per stick are available.



In two player mode, both joysticks can be activated at the same time for two-player games. However, due to the design of the IBM joystick port, the advanced functions of the joysticks are not supported.

Select single player mode and the AlfaTwin allows you to switch between two joysticks. In this mode, all the functions of the stick are supported. To select your stick, simply press the fire button of the controller you wish to use.



You can cascade up to three AlfaTwins together to allow four different joysticks to be connected simultaneously. Moreover, the six foot long cable brings the AlfaTwin round to the front of your desk, freeing you from the hassle of plugging/unplugging your joystick from the back of the computer.

Authorised Dealers

Harrods
Sound & Vision
Knightsbridge
London, SW1X 7XL
Tel: 0171 591 0997

R.C Simulations
The Hangars,
Bristol Airport
Lulsgate, BS19 3EP
Tel: 01275 474550

Special Reserve
Chelmsford Club Shop
43 Broomfield Road
Chelmsford
Essex, CM2 1SY
Tel: 01245 348777

Special Reserve
Sawbridgeworth
Club Shop
The Maltings
Sawbridgeworth
Hertfordshire, CM21 9PG
Tel: 01279 600204

Special Reserve
Bristol Club Shop
349 Gloucester Road
Horfield
Bristol, BS7 8TG
Tel: 0117 924 5000

First Computer Centre
Unit 3
Armley Park Court
Stanningley Road
Armley
Leeds, LS12 2AE
Tel: 0113 231 944

Platinum Computer Systems
36 Hope Street
Stoke-on-Trent
Staffordshire, ST1 5BF
Tel:01782 206808

Brunel Computer Service
85 Prince Avenue
Southend on Sea
Essex SS2 6RL
Tel: 01702 302000

Top Soft
6 Wellington Court Mews
Darlington
County Durham
DL1 5PD
Tel: 01325 486689

Silica Stores
Billingham
Tel: 01642 532909
Bolton
Tel:01204 363525
Cardiff
Tel: 01222 220220

Silica Stores
Continued...
Cheltenham
Tel: 01242 262524
Chester
Tel: 01244 316655
Durham
Tel: 0191 383 2677
Edinburgh
Tel:0131 226 5959
Glasgow
Tel: 0141 552 7878
Newlington
Tel: 01865 741585
Leeds
Tel: 0113 245 4400
Tottenham Court Road - London
Tel: 0171 580 4000
Leicester
Tel: 01162 540404
Liverpool
Tel: 0151 708 8181
Manchester
Tel: 0161 832 3222
Newcastle
Tel: 0191 230 2300
Sheffield
Tel: 01142 798 800
Sidcup
Tel: 0181 302 8811
York
Tel: 01904 636333

Debenhams (Silica Stores)
Bristol
Tel: 0117 9292445
Chelmsford
Tel: 01245 490654
Croydon
Tel: 0181 686 4658
Glasgow
Tel: 0141 248 3896
Gloucester
Tel: 01452 300851
Guildford
Tel: 01483 454517
Harrow
Tel: 0181 424 0635
Hull
Tel: 01482 225030
Ipswich
Tel: 01473 287092
Lakeside
Tel: 01708 863587
Oxford Street London
Tel: 0171 493 3735
Luton
Tel: 01582 28638
Manchester
Tel: 0161 8393654
Plymouth
Tel: 01752 220886
Romford
Tel: 01708 722679
Sheffield
Tel: 01142 760715
Southampton
Tel: 01703 334094

To be included in this list telephone 0181 900 9291

Leading joystick manufacturer says:

"Just to let you know that the AlfaTwin Joystick-switch arrived intact. At this moment I have connected 7 (!) joysticks to the AlfaTwin :-) and it works perfectly.

Computer – – – AlfaTwin
- Gravis Phoenix
- Gravis GrIP
- Gravis GamePads

"This all works without having to pull out all the cables, einfach wunderbar! I cannot say anything else except congratulations with a very nice product."

Edo Oskam ,Technical Support Specialist
Gravis Europe/Holland)

International Press comment on AlfaTwin:

England

PC Format
"This is an auto switch and two player adapter for any two 15 pin controllers In auto-switch mode all the advanced controlls such as hats, are available It costs less than 20 pounds"
(Gold-award, September 1996)

CD ROM Today
"There is no need to install drivers or fiddle around inside your machine It [illegible] simple AlfaTwin does its job and adds a whole new dimenesion to gaming Very useful.."
(Best Buy June 1995)

PC Review
As well as helping you enjoy unbridled two player action you can plug in two different styles of joystick and cunningly flip between them "
(September 1996)

Germany

PC-Player
"One of the most annoying problems of the PC is finally solved. . the 40 Mark device fulfills so many functions that you cannot live without it after only a few minutes of use."
(July 1996)

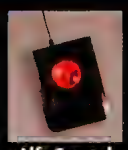
PC Action
"An intelligent joystick-adapter for two players....outstanding useability, a very good price-performance ratio"
(August 1996)

PC-Speil
"The new magic word for two-player games is Alfa Twin"
(June 1996)

Japan

DOS/V
"For the PC to become a popular game hardware... it is also indespensable to be played with two players. It is no fun to play with pad vs keyboard. Now we can use AlfaTwin. "
(March 1996)

Other Alfa Data Products


AlfaCrystal

AlfaPilot-Plus

AlfaCommander-Pro

AlfaDread

ALFA DATA

United Kingdom
Golden Image (UK) Ltd.
65 Hallmark Trading Estate, Fourth Way,
Wembley, Middlesex, HA9 0LB Tel: 0181 900 9291 Fax 0181 900 9281

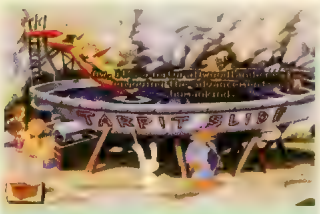
AlfaData Head Office
3F.No.8, Lane 263, Chung Yang Rd, Nankang, Taipei, Taiwan, R.O.C.
Tel.: (+886-2) 788-5775 * Fax (+886-2) 788-5791

Innova Products Ltd.
Unit 1, Lismirrane Industial Estate, Elstree Road, Hertfordshire, WD6 3EE
Tel: 0181 207 2222 Fax: 0181 953 2121

HTTP://www.reserve.co.uk/gold

MOUNT RUSHMORE

First, go to the dinosaur. Look at the mammoth. Bruno will remark on the likeness between its fur and sasquatch fur. Use Max on the mammoth to get the fur. You now need some way of attaching it to the suit. To do this, walk to the bungee part of the park and go up the lift. Note the tar near the lift base, and how close it is to the bungee jumpers... Use the Snuckey's cup with your golf ball retriever when at the top, and then use the screens to get changed into one of the harnesses. Now use the bungee rope. When at the bottom of the jump, use the golf ball retriever/cup with the tar. When you get off, use the screen again and then use the lift. Now go back to the...



Oh, the laughs the younger generation have these days. We never had tarpit slides.

SAVAGE JUNGLE INN

Use the tar with the stiltwalker suit. Afterwards, use the mammoth fur with the tarred suit. Voila! One sasquatch costume. Give the rasp file to the yeti who looks in pain, and he becomes indebted to you. Now use the costume. He is impressed, and lets you into the ball. Talk to the yetis once you're inside, but remember that you can't go backstage. Instead, go to the right of the stage and enter the kitchen. Open the back door and Bumpus will come in. When he attempts to net you, use the costume to reveal who you are. He'll now take the costume from you for his own use. When the chance arises, use Max on the freezer, and he'll get trapped inside. The chief enters, having seen what you did, and makes you honorary chief in his gratitude. Another cut scene follows. Make note of the pictures on the poles, and what they remind you of. Now go back to the kitchen and get the ice pick from near the freezer. Use the freezer, and it will be revealed that Bumpus and his sidekick have been frozen in ice, dressed as a yeti. Go back into the main room and pick up the bottle of wine from the table. Now leave the conference and go to...

None of your Esther Rantzen rude looking vegetables to be found in this place.

THE BALL OF TWINE RESTAURANT

Go up to the restaurant bit and give the ice-pick to the shaman character. He then bends it into a corkscrew. Use this with the bottle to get the cork. Take the cork and use it with the snow globe. Go back to the...

MYSTERY VORTEX

Go into the back room and use the mini vortex. Once inside, use the snow globe. You'll now catch it and get a handheld vortex. This is the first totem pole completed. Well done. Now head to the...

WORLD OF FISH

Go to the river-mounted fish and use the bent spanner on it. Now use the fish. Finally, use the fish with Max. Once you are both inside, a scuffle will knock it off its podium and the fisherman will catch you. After this scene you will be above the Ball of Twine on the other side. Look at the loose end of rope, and then use Max on it. A chef will come out with a cleaver. You jump over the side to escape, but 91 yards of twine better off. You may be worried about your car being at the World of Fish, but don't be. Head to...

MOUNT RUSHMORE

Go to the dinosaurs and make the T-Rex talk. When its mouth is open, use the rope to lasso a tooth, then use Max on the rope. This will extract the tooth, completing the second of the totem poles. Next go to the...

CELEBRITY VEG MUSEUM

Give the photo of the naturalist to the woman behind the counter. She will tell you to come back later. Leave and go anywhere. Now return to the museum to collect your Zucchini squash of John Muir (the third totem). Afterwards, go back to the...

SAVAGE JUNGLE INN

Go around to the totem poles. Walk to the right, past Bruno, by clicking on the bottom-right of the screen, then click about two-thirds up on the right and you will walk to the hot tub. Use the snow globe, dinosaur tooth, naturalist Zucchini and the pillow case (the fourth totem) with the hot tub. The totems will all disappear. The chief will now tell you that the last part of the ceremony requires a yeti sacrifice. After hearing this, Max should go and get the Bumpus imitation yeti from the freezer automatically. Now sit back and watch the ending. PCG

Sam & Max

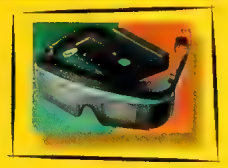
Sam & Max Hit The Road was reviewed way back in the January 1994 issue of PC GAMER, where it received a highly recommended 93%. It is currently available on budget release from White Label, costing £15.

OREGAN

http://www.oregan.co.uk

Want to actually feel like you're inside a Mechwarrior, or play Duke Nukem 3D like a Chinchilla on steroids? Oregan brings you the best and freshest imported games equipment to greatly enhance your game playing enjoyment...

SIMULEYES VR



Simuleyes. Reality is the third dimension with the ultimate 3D glasses, true Stereoscopic 3D brings life-like depth and clarity to your computer screen. Great for games, multimedia, VRML...and much more

"The action can be viewed in spectacular depth and clarity"
PC Guide Sept '96

£119.95

Space Orb 360, the controller with the balls, or at least one. Simultaneous 6 degrees of freedom and four fire buttons. With intuitive and responsive actions the Space Orb 360 offers the very best in game control for Doom, Duke Nukem, Descent 2 and others...

£79.95

Virtual i-glasses! Full 3D and head tracking. Plug Virtual i-glasses into your PC and really get into the game. 80 inches of crystal clear imagery with hi-fi stereo sound. Supports Descent, Heretic, Doom, and many more...

"if we had two heads, we'd buy one for each!"
PC Gamer 1995

£449.95

Stick your head where it doesn't belong, in a VFX 1 Headgear. Live games in the worlds most immersive Virtual Reality system for the PC. supports Duke Nukem 3D, Doom, Descent, Quake, Mech Warrior 2 (highly recommended), EF 2000, Flight and many More. full accurate head tracking and stereoscopic 3D support.

"The coolest peripheral you can buy for your PC"
PC Magazine

£ CALL

SDT Glove. Virtual Reality Glove. Uses serial port, strictly for the VR or 3D enthusiast. Supports Windows '95 and MSDOS

£394.95

ThrustMaster

We now carry the Thrustmaster range of products please ring for details...

OREGAN http://www.oregan.co.uk

Cut out this order form and send it to,
Oregan, 4th floor, 7 Bury Place, Bloomsbury, LONDON WC1A 2LA Tel: 07000 Oregan 673426

Name:	Item	Price
Address:		
Postcode:		
Telephone:		
Signature:		
Payment method	Total	

All prices inclusive of V.A.T. and P&P Cheques made payable to OREGAN, please allow seven days to clear orders dispatched as soon as funds clear

Access MasterCard VISA

FREE 32-PAGE BOOKLET FULL OF CHRISTMAS GADGET IDEAS!

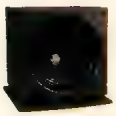
T3 TOMORROW'S TECHNOLOGY TODAY

T3 is all about...

Mobile phones

"It's a new concept in cellphone design – a phone that can be worn around your neck, or for those who don't want to look like a 21st century medallion man, on a belt."

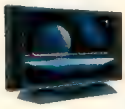
Chris George loses the latest portables down the back of the sofa



Subwoofers

"... most AV amps have a dedicated subwoofer output, so all you need is one set of phono leads. Switching everything off when you're doing this is A Good Thing. I didn't and nearly blew out the windows."

Paul Pettengale risks life and limb to achieve deep bass nirvana



Television

"You get your own personal commercial, different to everyone else's in the region. This is known as 'particle marketing' – but be warned, if you dislike TV commercials, you'd be well advised to become a hermit in the next ten years."

John Kennedy unveils the grim reality that is the future of TV

Concept cars

"Ford is currently examining the problem of the aged. To us they're just addled old fools who buy big expensive cars and proceed to drive them at 30 mph – everywhere."

Andy Dyer drives home the point during his research into automobile high-tech

SPECIAL HALF-PRICE OFFER

3 trial issues for only £4.50

- Save £1.45 an issue on the cover price
- Each issue delivered free to your home

Title (Mr/Mrs/Miss/Ms)..... Initials .....
Surname.....
Address.....
.....
Postcode
Daytime telephone

I would like to pay by
☐ Cheque (payable to Future Publishing) ☐ Visa ☐ Access
Card number.....
Expiry date
Date
Signature

Offer ends Tuesday 31 December1996. Valid in the UK only.
Return to T3 Subscriptions, Freepost (BS4900), Somerton, Somerset TA11 6BR
ORDER HOTLINE: 01225 822511
Code T3PCG2

T3: Fantastic hardware great photography the best writers.

Issue 2 on sale now. Only £2.95

Including free booklet full of great gadgets!

Visit our website at: http://www.futurenet.co.uk/t3.html

T3 TOMORROW'S TECHNOLOGY TODAY

MechWarrior 2: Mercenaries

Tactics Guide – Part 2

Last month, John Houlihan took a break from his hedge sculptures to explain how best to assemble a Mech force. This month he ensures victory in the ensuing battles. Tch, eh? We just don't know what he's going to do next.

MECH COMBAT

No matter how skilful your management or cunning your preparations, the key to success as a commander will always ultimately lie out on the battlefield. With this in mind, we'll be drawing on the tactical and strategic expertise of Colonel Anthrax A. Aardvark, commander of the infamous Purple Heart Free Marauders. Grizzled veteran of a thousand battlefields, and so hard that even his scars have scars, Aardvark will be offering his own unique insights into sustaining a successful mercenary command.

"I've lost count of the number of times I've seen a greenhorn charge full throttle into a battlezone, guns blazing, eager for his first kill. Fortunately, we usually carry enough spare body bags to cope... Mech combat is a deadly business and, as a mercenary, you should be careful to avoid all that gung-ho, glory and honour nonsense in which clan pilots love to indulge. Remember your prime objectives are to get the job done and then get back home in one piece. The following Mercenary battlefield tactics are tried, tested and Tri-M approved and should aid your struggle for survival."

MECHWARRIOR COMBAT TACTICS

"On any mission, your brain is your deadliest weapon."

Always aim to complete your primary objective first – that's where you'll derive the bulk of your pay. But you should then assess any other secondary goals carefully. Remember that bonus objectives are exactly that. They're not necessary to complete your brief. If you think you stand an above-even chance, then by all means go for the bonus money but don't risk your entire Lance for a measly couple of thousand extra credits. 'Retreat' is not a dirty word in our profession, and neither is 'tactical withdrawal'.

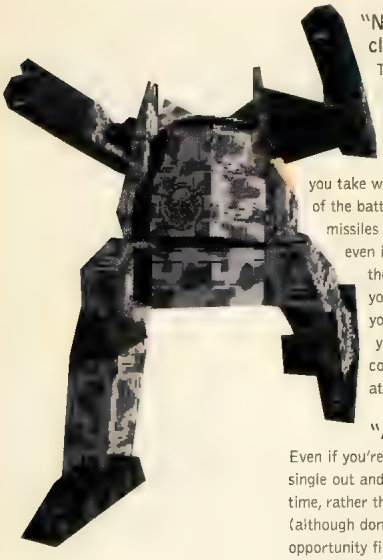
"A slow-moving pilot is just so much meat in a can."

Speed is essential on the battlefield, and a moving target is much more difficult to hit. Keep your throttle high and avoid predictable patterns and manoeuvres which will expose you to sustained enemy fire. Never stand still to admire your handy work, or it might be the last thing you see.

"Let's twist again."

The dance of death. This elementary but remarkably effective stratagem will probably come to form the basis of all your standard attack postures. Once you've targeted and closed with an enemy Mech at under a hundred metres, you should lock your turret on a full 90-degree deflection and circle around them, firing at will. Speed should also be kept high, somewhere between 60 and 70 kph. Mastering the dance of death will help you avoid enemy missile attacks while being able to inflict substantial damage on your opponents.

ON SALE NOW!
The TRUTH Is In...
SFX
THE X-FILES:
Unofficial 32-page supplement, plus A1 Mulder & Scully poster FREE with this issue.
Gloves-off Gerry Anderson interview
Star Trek producer Rick Berman
Behind the scenes of Xena & Hercules
The World's Greatest Science Fiction Magazine



"No one wins at close quarters."

Try to avoid pitched battles, where you're involved in slogging toe-to-toe against an enemy Mech at a range of under ten metres. The inevitable pounding you take will cripple your Mech for the rest of the battle, you won't be able to use missiles for fear of splash damage, and even if you take the enemy Mech out, the resulting explosion will cause you additional problems. Keep your distance at all costs, and if you do find yourself too close for comfort, hit Backspace to reverse at speed and disengage.

"Aim for the big boy."

Even if you're engaging several opponents, single out and concentrate on one Mech at a time, rather than just chipping away at several (although don't ignore possibilities for opportunity fire). Aim to make a quick kill. It's usually best to take out the biggest and hardest opposing Mech first, as this is the unit which will offer your Lance the most threat.

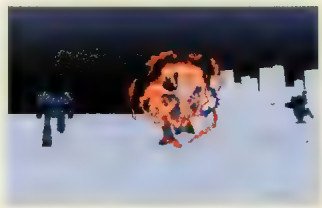
"You don't have to see your enemy to know he's there."

You should always try to soften up the opposition from long range. If you pick up an enemy signature early on your radar scope, target them and use the zoom view to zero in on their location. Even if you can't see them right away, use long-range weapons such as the ER Laser or LR Missiles to pour fire into the distance and strike the first blow. Using this method, you'll often damage an enemy Mech a long time before they can retaliate.

Likewise enemy installations defended by conventional means can be vulnerable to long-range attack. Approach slowly and use LR lasers to peel apart base defences such as laser or missile turrets, safe in the knowledge, that their often limited range means they won't be able to return fire.

"Aim for the meat, save the metal."

Once you've closed with an opposing Mech, precision shooting and selective targeting tactics become available. Look for locations which are already weakened, or points where you know that particular model is vulnerable and concentrate your fire there. The head is a prime location for taking apart enemy Mechs outright but is by far the most difficult component to hit, while the body region presents the easiest target but is usually



protected by the heaviest armour. Arms are a traditional favourite and might destroy an opposing Mech's main armament. However, if you want to take an enemy down fast, bite his kneecaps! Leg armour is usually fairly weak and if you destroy an opponent's legs, you'll keep his Mech intact but out of the battle for the duration. Salvage opportunities are also increased in this way, but you should beware of sneaky, downed Mechs jump-jetting their way back to renew hostilities. Whichever location you choose to target, you'll find that, even close-up, a partial use of zoom view is handy for precision fire.

There's never anywhere to park.

"Hit them with everything you've got."

Chain fire is okay for novices, but every Mercenary worth his salt knows that group fire is potentially lethal. Using grouped weapons calls for a cool head and the ability to pick your shots, but allows you to strike with overwhelming force and down enemy Mechs in a matter of seconds.

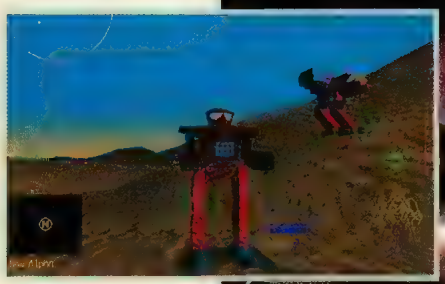
COMMAND RESPONSIBILITIES

Commanding a Lance calls for much greater strategic thought and planning than solo missions, but brings its own rewards in terms of team work and enhanced firepower. The two most useful orders are: "Attack my target", which will allow you to bring your whole team's weapons to bear on heavier enemy Mechs; while ordering Lance Mates to "Engage at will" will cause them to spread out and may draw enemy fire away from you.

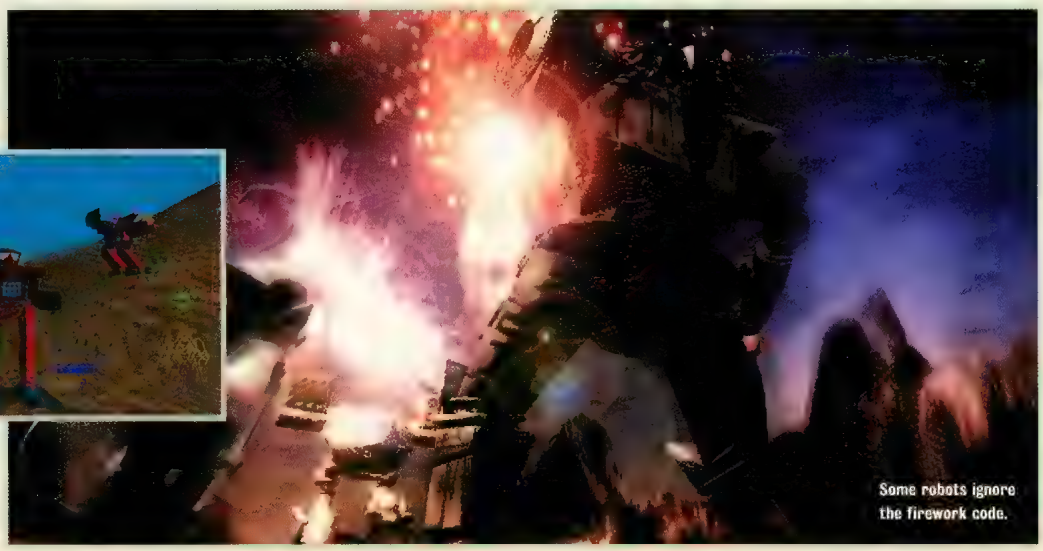
If you assemble your Mechs into a battle formation, you'll be able to both support each other and concentrate ☛

Rabbit Punch

The Rabbit Punch is a tricky manoeuvre, but if you pull it off, opposing Mechs will have egg all over their cockpits. If you find yourself engaging two enemy Mechs at reasonably close quarters, as you hear the first one locking his missiles manoeuvre so that his team-mate comes between you, blocking his shot. In their eagerness to get at you enemy, pilots will often blast their own starmates, which will not only soften up the opposition but will have a great effect on morale.



(Above) Xrog hesitated. Would she even remember his name?



Some robots ignore the firework code.

WingMan ™ Warrior
No. 1 for 3D first-person perspective games. 4-way hat and multiple pre-buttons emulate most keyboard commands. Exclusive 360 SpinControl™ Technology for faster turning. Solid design stays put in all situations.
John Romero
"I software-slyst never imagined there'd be such a killer way to play my games. WingMan Warrior is the ultimate two-handed combat machine.
LOGITECH
"Now there's more fun and creativity at our fingertips... Logitech tools are the coolest way to explore cyberspace. We love them!"
ENTER SPACE
Hans van Rooy, Jane Williams
Paola Castrucci, Pat Stott, Catherine
European Community Visitors
™/® - Trademarks are the property of their respective owners.

winning isn't everything!

it's who you

destroy

on the way that counts

Why pit your wits against a brainless computer when you could push your limits with Hayes ACCURA™ Ultimate Challenge. Take on anyone, anytime, anywhere in the UK. Using the revolutionary Wireplay - the games network from BT, you can compete, either one-to-one or in teams. Set-up divisions or leagues - the opportunities are endless. For just £169.00 (inc. VAT) Hayes ACCURA Ultimate Challenge provides everything to get multi-game playing, including Wireplay, Hayes ACCURA 288 + FAX external modem and three games (The brilliant Actua Soccer Euro '96, breath taking EF2000 flight simulator and mind stretching WarCraft). What's more, on-line time is only £1.50* an hour! Find out more. Dial 0500 82 64 63 or visit your nearest Comet, Currys Superstore, Dixons, Game, PC World and other good retailers. Then get ready for action!

Hayes™ modems

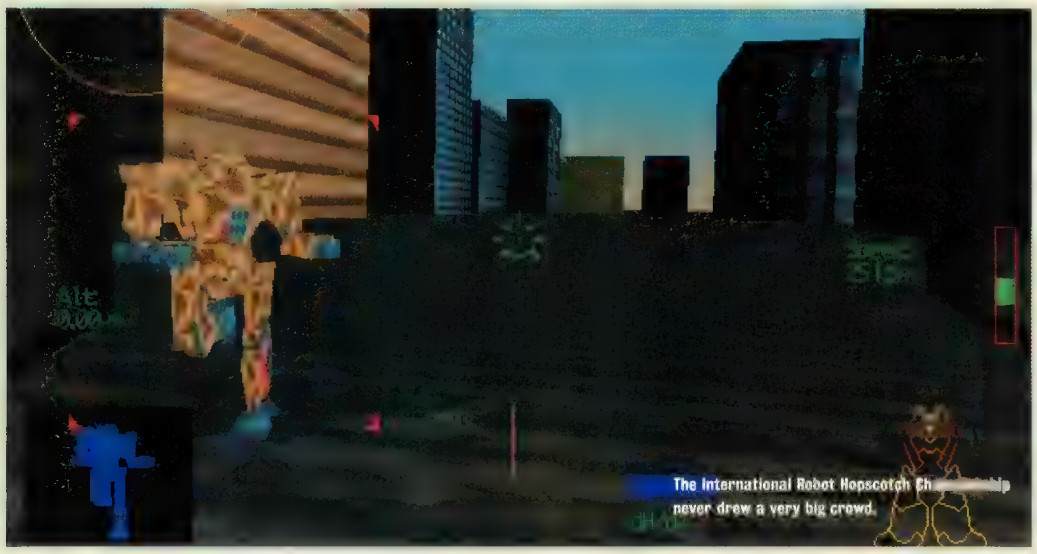
THE VITAL LINK

Wireplay
The games network from BT

Hayes Microcomputer Products, Inc. Europe Region Headquarters
Millennium House, Fleetwood Park, Barley Way, Fleet, Hants. GU13 8UT. United Kingdom. Facsimile: 01252 775511. E-mail: eurosales@hayes.com

ACCURA is a registered trademark of Hayes Microcomputer Products, Inc. Wireplay is a trademark of British Telecommunications plc. Actua Sports is a trademark of Gremlin Interactive. WarCraft is a registered trademark of Blizzard Entertainment. Distributed under license by Interplay productions.

*£1.50/hour: 6pm to 8am and any time at the weekend. Calls at other times are charged at £5.87/hour



firepower, which can prove deadly. On the downside, moving in formation will also tend to attract massive enemy interest and leave your Mechs exposed to peripheral splash damage.

COL. AARDVARK'S TOP FIVE QUICK COMBAT TIPS

1. Switch to manual, trust your eyes

At close range, don't waste precious seconds waiting for missile or laser locks, but aim and fire manually. You'll usually stand a more than even chance of inflicting some hefty damage.

2. Softly, softly

Stealth is a great asset and can be used to provoke enemy Mechs into coming to meet you, on your own terms. Enemy Mechs guarding installations can often be lured out, one at a time, by a couple of well-targeted shots. With luck they'll race off to engage you, leaving their comrades oblivious, in the middle distance.

3. Know your enemy

Over the course of a campaign you'll become familiar with the terrain, battle conditions and enemy forces in that particular theatre. Don't just sit on this information, make it work for you.

4. The Hover

Emulate primitive helicopter technologies by suddenly rising from behind a concealed location or ridge to deliver missile-devastating missiles and laser salvos.

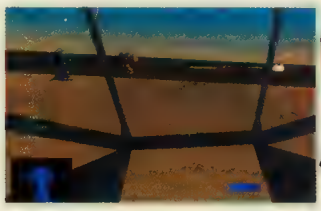
5. Death from above

There's nothing those Clan glory boys like better than hitting the jump-jets and landing slap bang on the middle of your cranium.

Make no mistake, this is a high risk manoeuvre and not recommended for mercenary forces. However, if you're forced to contemplate such drastic action, switch to the down camera view on your descent, to fine-tune your approach onto the enemy's head. PCG

Mercenaries

MechWarrior 2: Mercenaries was the winner of the game of the month award in the November issue of PC GAMER, where it scored a magnificent 90%.



MANAGEMENT IS NO LONGER A FANTASY!

Football Masters

'Football Masters' encyclopaedic accuracy puts it up with the big boys..." PC GAMER

"Masters has innovative features & customisable elements that haven't been seen in any other footy game... Strategy game of the year!" PC FOOTBALL

CD-ROM

BEST OFFER THIS SEASON £29.99

ESP SOFTWARE

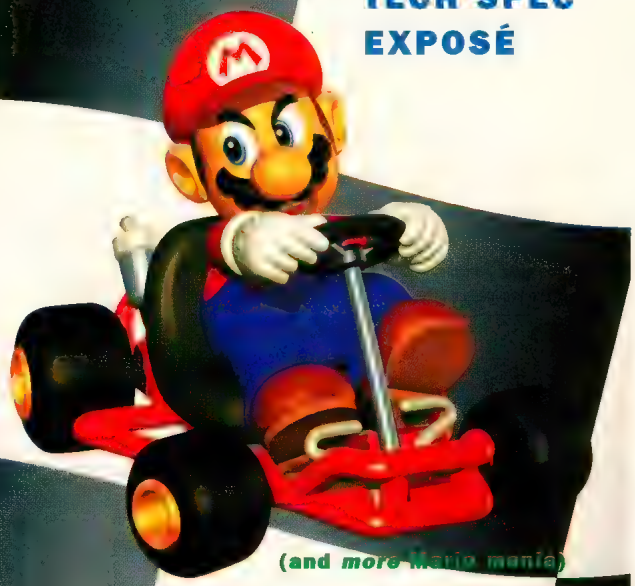
For further details please contact:
ESP SOFTWARE
P.O. Box 557 • Southend-on-Sea • SS0 7JH
TEL (01702) 434600 FAX (01702) 434888
EMAIL: 100411.265@COMPUSERVE.COM

The future of interactive entertainment

EDGE

Yarouze!
MY PLAYSTATION GAME DESIGN

M2
EXCLUSIVE TECH SPEC EXPOSÉ



(and more Mario mania)

3Dfx vs PowerVR
LEADING THE PC VIDEOGAMING REVOLUTION

ON SALE NOW

Foul play

Bringing out the cheat in you.

Have they all been taken out? Did they never exist in the first place? Or is it that no-one's telling us? Apart from one, this month's cheats don't work on the latest games. By STEVE OWEN

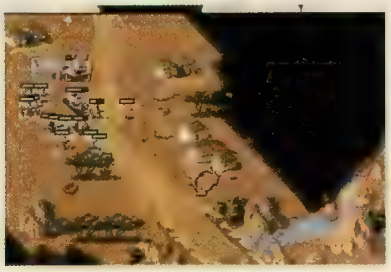
SLIPSTREAM 5000

Gremlin's reasonable racer may be set in the future, but it incorporates one of the oldest tricks in the book: a main menu code word. Type in **REFINERY** and you'll be given the option to race on any track, and back it up with a purse veritably overflowing with credits.

COMMAND & CONQUER

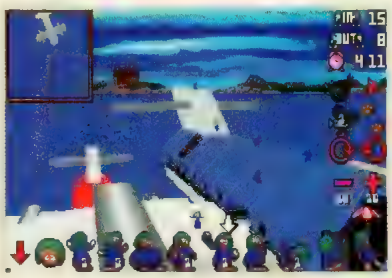
We had a quick game of *Command & Conquer* last month in readiness for *Red Alert*'s arrival, and were pleasantly surprised by how much fun it still is to play. In the kind of unnatural fashion that would get Mulder suspicious, Ian Sayers from Belfast has been doing exactly the same thing. So top marks to Ian for letting us know about this little secret.

Start *C&C* by typing: **C&C FUNPARK** at the DOS prompt. No matter what side you play for, the map resembles a Spielberg film about dinosaurs. Go on, give it a go.



LEMMINGS 3D

During a strange afternoon of fond remembrances, the *Lemmings* franchise sprang into conversation. Despite sequel after sequel appearing, Psygnosis came up with enough ideas to keep things interesting. The 3D version



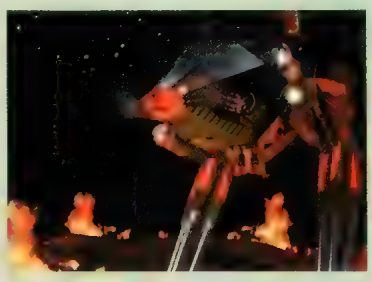
made us very worried before it appeared – would it really work in 3D? Thankfully, it did, and was superb because of it. But enough preamble, get a load of these codes that we came up with.

Tricky:
Level 2: GUMMOSIS
Level 3: PRODNOSE
Level 4: NGULTRUM
Level 5: COTTABUS
Level 6: BEDAGGLE
Level 7: EPICALYX
Level 8: HOMALOLD
Level 9: LALLYGAG
Level 10: BILABAIL
Level 11: COCAFOOO
Level 12: SLOWBURN
Level 13: PELLUCID
Level 14: MAXIMONO
Level 15: KHUSKHUS
Level 16: DISPLODE
Level 17: RACAHOUI
Level 18: ORGULOUS
Level 19: DUNCEDOM
Level 20: CABOCEER

Taxing:
Level 2: GEROPIGN
Level 3: BONTEBOK
Level 4: EMPYREAL
Level 5: LANGLAUF
Level 6: NANNYGAI
Level 7: SARATOGA
Level 8: QUINTAIN
Level 9: HUSQUASH
Level 10: ZOMBORUK

STAR TREK TNG: A FINAL UNITY

I'm not getting into this Star Trek argument thing. Some people like it, others hate it, some prefer mowing lawns on warm summer evenings. Whatever, *Star Trek The Next Generation: A Final Unity* was a surprisingly good game. To find out the solutions to any puzzles, go to the Tactical Screen and type: **MAKE IT SO.** It's so logical.



SHATTERED STEEL

Interplay's enjoyable but imperfect stomping robot game has a plethora of cheat codes which you can type during the game, enhancing/destroying your gaming experience (delete as applicable).

GONZALES – makes your bot go faster
SMITE – destroys your target
CAPONE – spawns five gnats to help you out
BLIPPLEBLOOPS – your laser fires faster
CLEESE – silly walk
TELEPORT <1-512> <1-512> – beam your bot to any position on the map
HARDCODE – 30mm Gatling gun
CURVEDLIVES – 50mm Gatling gun
BIGONES – 70mm Gatling gun
RAGNAROK – blows your head off
IMOUTTAHERE – (erk) automatically ends the mission (with you winning)
KICKSOMEBUTT – (girk) gives you heavy plasma and some small rockets
BUMSAUCE – (sorry) gives you a heavy rapid laser

No more American phrases. By the way, these cheats only work in the single-player game. If you're very good over the Christmas break, we'll give you the multi-player codes and some more single-player ones next month.

Q&A

"Christmas is coming. The goose is getting fat. Please put a penny in the old man's hat." Alternatively, you could write to Q&A and we'll try to help you with your gaming problems.

By GRANT RENCOURT

Customer Help-Lines

Most publishers offer their own games support service, so if you're stuck on one of their titles, it's always worth phoning them directly.

Acclaim	0171 344 5000
Demark	0181 780 2224
Empire	0181 343 9143
EA and Origin	01753 546465
Elite	01922 55852
Gremlin	0114 275 3423
(ask for customer support)	
GameTek	01753 553445
(ask for customer support)	
Infogrames	0891 244444
Interplay	01235 821666
(ask for customer support)	
MicroProse	01454 329510
Ocean	0161 839 0999
Psygnosis	0151 282 3333
Sierra	01734 303171
Virgin and LucasArts	0171 368 2266

SAM & MAX HIT THE ROAD

Q I'm seriously stuck on *Sam & Max Hit The Road*. I'm in the vortex and can find only four doors (the four obvious ones in the main room) and can open only three. I can't open the smallest one just up from the piano. Please could you tell me how to do this? Also, I was told that there are more than four doors. Where can I find these?

NR, Republic of Ireland

A You need to do the following: Once inside the vortex, use the mirror – you'll emerge in an underground cavern. Switch the red (left-hand) magnet on, then walk across to the right, past the blue magnet (don't worry about the yellow magnet). Return to the surface. You will be able to walk through the large orange door to the right of the room. Or, if you've followed an alternative route, try switching the red magnet on (the extremities will be shining red light) and then switch the blue magnet on too (it will shine blue light). You are now surrounded by violet light. Exit through the mirror again, and you will be able to open and walk through the violet door standing in the right part of the room.

TIME COMMANDO

Q Please help me, as I don't seem to be making much progress in *Time Commando*. Do you have any cheats that would allow me to get to the later levels?

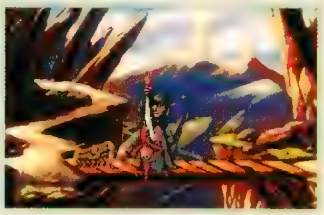
Dean Ashton, South London

A No problem. The following passwords should help you to get to the relevant levels: Romans = udelwyha; Japan = oujahchu; Medieval = qtrrqoks; Conquistadors = epyigenj; Wild West = ipnrwrjk; 20th century wars = cgtghvie; Future = efbyqhme.

DISCWORLD

Q I am completely stuck on *Discworld*. I have given the Dunnyman's gold tooth, the fishmonger's belt and the chimney sweep's brush to the dragon, but now I am stuck. I have been told that to gain access to the palace I have to give some pictures to the guards, which I can get from the psychiatrist. The problem is that I can't get past the receptionist to see the psychiatrist. Can you help me?

David Taylor, Manchester



A I think you've been given some misleading information, David. To get into the palace, all you need to do is simply talk to the guards and befriend them. They'll let you into the palace. Once in the palace, pick up the mirror – remembering to add it to Rincewind's inventory. You need to visit the psychiatrist twice. On the second occasion you should be able to obtain a butterfly net from the wall.

ULTIMA VIII: PAGAN

Q Two queries: 1) On Mythrans Plain there is a cavern to the rear of Mythrans House. How do I get through the big double-doors in this cavern? 2) In the (lower?) catacombs, there is a door with two skeletons on either side, and a spitter firing across it. How do I get through this door?

David Cross, Newcastle-Upon-Tyne

A 1) The double-doors you are referring to are actually the entrance to the Hall of the Mountain King. To gain entrance, you need to summon a golem from the dirt. 2) I think the door you are referring to here is one of the doorways to the areas of Fire, Air, and Water, which are all near the gateway you went through before finding the double-doorway to the Hall of the Mountain King. Each is unlocked with the Key of the Caretaker.

FLIGHT OF THE AMAZON QUEEN

Q In *Flight Of The Amazon Queen*, how do you get out of the hotel? I know you have to get the key for Lola's room and then you have to get the red dress but I can't do it. By the way, I've got the wig and the comedy breasts (I'm not that thick!). My friend can't do it either!

Andrew Fairbairn, Rochdale

A The following should help you: After picking up the wig from the hotel room use the crow-bar on the chest. LOOK into chest and get towel. USE bed sheet rope again to slide down laundry chute, walk up to reception area. At the hotel reception area, TALK to bell boy, and say you are a friend of Lola and get her keys. Go back to basement

Over To You...

The ever prolific Neil Aspinall is rewarded with a free game this month for coming to the aid of his fellow gamers. If you feel suitably inspired enough to answer a gaming plea, then write in to the usual address marking your envelope 'Over To You'.

A To **David Pegg** (Issue 36) concerning *SimCity 2000*: Simply type CASH during the game for more money, although you have to be careful as doing this too often can cause a disaster to happen. Also, for **Stephen Dockerty** (Issue 36) regarding *Sensible Soccer*: After a kick off, pass the ball to a player running towards the opposing goal and make him run directly towards a goal post. Kick the ball when he reaches the 18 yard line and use aftertouch to curve it past the keeper. Using this method you will nearly always score.

Neil Aspinall, Liverpool

Prize

A In Issue 35, **Craig Roberts** of Torbay wrote in asking for some cheats on *Zool* and *Zool 2*. So here they are. While playing *Zool*, type in 'goldfish' and hit [enter]. You will enter a cheat mode where if you press [1] you will become invincible for a short time, if you press [2] you will be able to skip to the end of the level, or if you press [3] you will be able to skip to the end of the world. In *Zool 2*, from the options screen press escape to bring up the config menu, then type in 'phonebook' and press [esc] again. Now when you're playing the game pressing [0] on the top numeral keys will take you to the next stage, pressing [3] gives you bonus stages, and holding [ctrl] gives you a super jump. **Leon Guy, Lancs.**

A This is for **S. Scott** who wanted help with *Laura Bow 2*. If you are where I think you are, then this shouldn't be hard. First thing to do is RUN AWAY! Then go to the room with the model Pterodactyl in it and close the door behind you. Use the piece of wire on the door to slow the murderer down. Next, go to the medieval room and head up two screens, ignoring the locked door. If you wait in this room for a while, you should eventually hear a crash from down the hall, so head down and go through the broken door. The rest you can figure out for yourself, but remember to save the game on every new screen. **Paul Martin, Glasgow**

A I was disappointed to find that the BAABAA cheat did not work on *Worms: Reinforcements*, but I have worked it out by completing the one-player challenge. After completing the 25 levels the new cheat code for unlimited bananas, sheep and mini-guns is 'BOBJOB'. To activate it, go into weapon options and type the word in.
Nick Comer, Gloucestershire

Q I have recently bought *Quest For Glory 2: Trial By Fire* and I am stuck on it. I don't know how to pass the eternal order of fighters combat test. I can free myself from the shackles but can't kill or evade the bloodthirsty swordsman. Please help me! **Stephen Want, Solihull**

Q In *Lands Of Lore* I'm on Level 3 of Castle Cimmeria. I have freed King Richard on Level 2 and so have only to destroy Scotia on Level 3. Scotia's lair is behind a door requiring two keys. I have located and used one key but cannot find the second one. Also, there is a locked chest in the top left-hand quadrant of the level, which I cannot open with my lockpicks. I have attained a thieving skill of 9. Please help me to complete the game? **David Jones, Newport**

and USE Lola's keys on her door. In Lola's Room, TALK to her, ask her for help and GIVE her the towel. She'll give you a dress. Go to the basement and USE the dress, wig and plastic breast (no peeking!). Then simply walk out of the hotel.

LITTLE BIG ADVENTURE

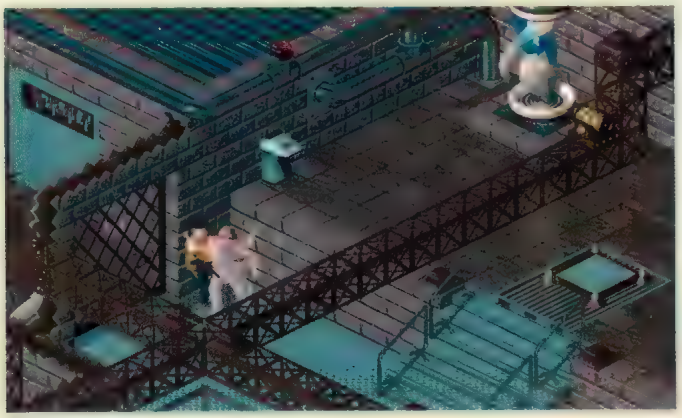
Q Please help me! I am stuck on *Little Big Adventure* and have been for the last two weeks. After I've escaped from the asylum, I am left wearing white clothing and because of this all the guards try to shoot me down (as well as those stupid elephants). Can you tell me where I can find the robe, so I can stop this happening. **Ben Richardson, Surrey**

A Robe, what robe? You need a better disguise than that. Head down the steps towards the courtyard and go through the door. As soon as you get through the door, select 'Discreet Mode', then slink round the corner ensuring that you avoid the guard patrolling the courtyard. As quickly as you can, venture into the room on the right and head behind the dressing screen to put on the guard uniform.

LEISURE SUIT LARRY 3

Q I am stuck on *Leisure Suit Larry 3*. The problem is that I can't find the deed for the land that I need to give to the girl in the casino, and if I don't find out soon I will have pulled all my hair out.

Robert Arnold, Newcastle



A Self-induced alopecia is not to be recommended, Robert, so how about some choice clues to help you on your way. To get the deed, exit the casino, go left to the second jungle screen and then go to the upper right-hand corner (quite close to where you went to the Chip 'n' Dale screen). When you get to that corner, go UP rather than right and you'll find yourself in front of the Law Offices of Dewey, Cheatem and Howe. Walk on in, and ask for a divorce. You'll be directed to Ms Cheatem, who'll talk for a while then send you out. As you leave her office she'll tell you about the deed. Leave the office then enter again and Roger, the clerk, will give you the deed. PCG

If you're in a jam, or able to help those who are, then write to us now! Mark your envelope clearly with either Q&A or Over To You and send it to: PC GAMER, 30 Monmouth Street, Bath BA1 2BW.

Below is a list of all the games previously tipped in PC GAMER, together with the issue in which they appeared. The list includes our complete playing guides only and not the games that have appeared in Q&A or Foul Play.

GAME	ISSUE
Alone In The Dark	9
Alone In The Dark 2	5, 6
Alone In The Dark 3	18
Beneath A Steel Sky	8
Bioforge	18
Broken Sword	36
Campaign	5
Colonization	13, 14
Command & Conquer: Covert Ops	31
Dark Legions	11, 12
Darkseed	15
Day Of The Tentacle	14
Deep Space 9: Harbinger	32
Discworld	18, 19, 20
Doom 1 & 2	13
DreamWeb	15
Duke Nukem 3D	33, 34, 37
Dungeon Master II	23
Ecstatica	18
Fade To Black	25
Frontier: Elite II	3
Full Throttle	21
FX Fighter	23
Gabriel Knight: Sins	6, 7
Gabriel Knight 2	30
Grand Prix 2	35
Grand Prix Manager	31
Hexen	26, 27
Hind	35
Indiana Jones (Atlantis)	13
King's Quest VII: Princeless Bride	23
Kyrandia 2: The Hand Of Fate	7
Lands Of Lore	23
Legend Of Kyrandia 3	17
Little Big Adventure	16, 17, 18
Magic Carpet	15
Maniac Mansion	12
MechWarrior 2	24, 25
MechWarrior 2: Mercenaries	37
Mission Force: Cyber Storm	36
Monkey Island 2	11
Mortal Kombat 3	24, 25
Navy Strike	28
Normality	31
Outpost	14
Pagan: Ultima VIII	7, 8, 9, 10
Quake: Test1	30
Quake Shareware	34
Rayman	33, 34
Sam & Max Hit The Road	3, 4
Shadowcaster	2
SimCity 2000	9
Simon The Sorcerer	21
Space Hulk 2	35
Star Trek: Judgment Rites	4, 5, 6
Star Trek TNG: A Final Unity	23
Stonekeep	26, 27, 28
Syndicate Wars	37
Terra Nova	32
TFX	4
Theme Park	9
The 11th Hour	29
The Dig	27
The Secret Of Monkey Island	10
The Settlers	12
This Means War	30
TIE Fighter	10
Time Commando	36
Tornado	1
UFO Enemy Unknown	7, 8
Warcraft	16
Warcraft II	28
Warhammer (Hints & Tips)	29
Warhammer (Walkthrough)	30
Wing Commander III	16
X-COM: Terror From The Deep	20, 21
Zork Nemesis	33

To order a back issue of PC GAMER, turn to page 164 or simply phone (01225) 822511...

SUBSCR

CHOOSE YOUR FREE GAME WHEN YOU SUBSCRIBE

AND ALL THIS FOR AS LITTLE AS
£39.90 **HD** and £49.90 **CD** Edition

COMMAND AND CONQUER: THE COVERT OPERATIONS

Finished *Command & Conquer?* Then you'll be needing the much-harder *Covert Ops* to plug into it. Then you'll see. **93%**

RRP £49.99

TERRA NOVA

More people ought to play this excellent game of robot warfare, with its smashing graphics and clever missions. **91%**

RRP £44.99

FLIGHT UNLIMITED

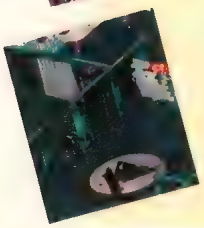
Although you'll need a PC of SkyNet proportions to see it at its best, this is one of the PC's lovliest flight sims. **93%**

RRP £34.99

TERMINATOR: FUTURE SHOCK

There's little in the world of PC gaming more scary than the bit in *Future Shock* where you creeping around a hotel. **92%**

RRP £39.99



CRUSADER: NO REGRET

A tremendous game, this, where you're an agent infiltrating an enemy complex. The deaths are gory; the explosions, huge. **85%**

RRP £39.99

RELOADED

This one's so new we haven't even played it yet. It appears, though, to be *Gauntlet* – but in 3D. Could be worth a try.

RRP N/A

GENE WARS

Bullfrog certainly know a thing or two about strategy games, as *Gene Wars* makes clear. You engineer organisms in it. **84%**

RRP £39.99

SPACE HULK 2

A terrifying blend of shooting and strategy, with aliens jumping out at your heroic space marines all over the place. **86%**

RRP £44.99

FRAGILE ALLEGIANCE

This one really is great. It's an incredibly involved, and incredibly absorbing, space strategy game. **91%**

RRP £39.99

REALMS OF THE HAUNTING

Again, even we haven't played this yet. It looks brilliant, though – a 3D adventure game with smashing graphics.

RRP N/A

SAND WARRIORS

Or this one. But it, too, looks jolly good – a 3D shoot-'em-up set in ancient Egypt, or something. It's in Eyewitness.

RRP N/A

IBE!

It's simple. You choose which game you want, you get on the phone and you dial 01225 822511. The rest you leave to us!

SAVE £9.98 WHEN YOU SUBSCRIBE BY DIRECT DEBIT.

Subscribe by Direct Debit and get 12 issues for the price of 10 and your free game. This means you only pay £49.90 CD Edition and £39.90 HD Edition

SUBSCRIBE. DO IT NOW!

Complete and return the form below. Postage is free if you live in the UK.
Subscriber hotline on 01225 822511
Fax the order form on 01225 822523
E-mail – subs@futurenet.co.uk*
By the Web – http://www.futurenet.co.uk/pcgamer.html*
*Please quote ref No. PCGP613 when telephoning or e-mailing your order.

MONEY BACK GUARANTEE: If you want to cancel your subscription to PC GAMER at any time, we'll give a full refund for all un-mailed copies – guaranteed.

PC GAMER

Personal Details

Title..... Initials..... Surname .....

Address .....

.....

Postcode ..... Daytime tel .....

European subscribers quote your EC VAT reg No .....

When do you want your subscription to start? (Issue No.).....

☐ **Please start my subscription at the discount rate ticked below.**

☐ **Please extend my subscription at the discount rate ticked below.***

*If you are extending your subscription by Direct Debit, the full amount of your subscription will be debited in one lump sum at the time of renewal

UK Direct Debit	12 issues for the price of 10 and a free game!	
	CD Edition	HD Edition
	■ £49.90	■ £39.90

Cheque or Credit Card	12 issues and a free game	
	CD Edition	HD Edition
UK Standard	☐ £59.88	☐ £47.88
Europe (Inc. Eire)**	☐ £69.08	☐ £57.08
Rest of the World**	☐ £84.08	☐ £72.08

My choice of free game is .....

One gift only. Games available on CD Edition only. **Overseas prices are quoted for airmail

UK readers return this coupon by freepost to: PC Gamer Subscriptions, Future Publishing Ltd, Freepost BS4900, Somerton, Somerset, TA11 6BR

Overseas readers return this coupon (postage payable) to: PC Gamer Subscriptions, Future Publishing Ltd, Cary Court, Somerton, Somerset, UK, TA11 6TB

PCGP613 ☐ Please tick this box if you would prefer not to receive information on other offers

Please choose your method of payment

1. **Direct Debit.** ☐ (Please complete the Direct Debit Mandate below. The full amount of your subscription will be debited in advance and in one lump sum. Direct Debit instructions cannot be sent by e-mail or fax.)

2. **Cheque** ☐ (Payable to Future Publishing Ltd. We can only accept sterling cheques drawn on a UK bank account.)

3. **Visa** ☐ **Access** ☐ Expires .....

Card no .....

Signature ..... Date .....

DIRECT Debit

Instruction to your Bank or Building Society to pay Direct Debits.

Originator's Identification No. 930763

1. Name and full postal address of your Bank or Building Society branch

To: The Manager (Bank name) .....

Address .....

Postcode .....

2. Name(s) of account holder(s) .....

FUTURE PUBLISHING CO REF N FOR OFFICE USE ONLY) .....

3. Branch sort code ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee

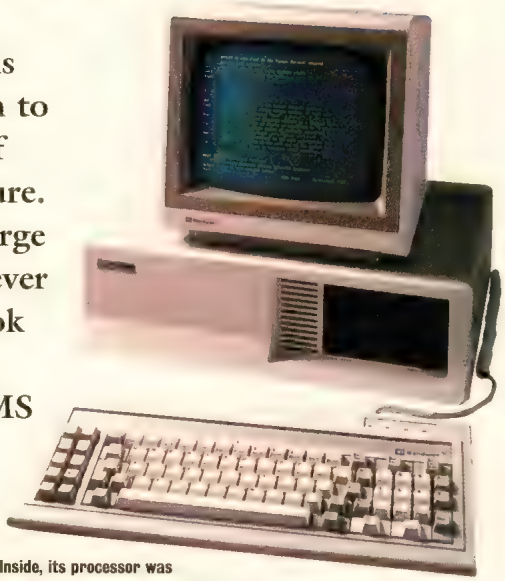
Signature(s) ..... Date .....

Banks and Building Society may not accept Direct Debit Instructions for some types of account.

A Christ

This very month the venerable Mr Williams would have you listen to three seasonal tales of past, present and future. Build up the fire, charge your glass and, whatever else you do, don't look behind the sofa.

By SIMON WILLIAMS



A PC XT from 1986, the Bondwell 34, complete with its monochrome, green on black monitor. Inside, its processor was an Intel 8088 running at 4.77MHz and supporting a full complement of 640K of memory. Its hard disk, a minuscule 20Mb unit, was big enough to store all the major applications of the day and a number of games.

Many games worked in 512K of memory or less and supported full colour, by which was meant the four colours of IBM's Computer Graphics Adaptor (CGA). Here was a maximum resolution of 320x200 pixels. Sound was just beeps of various frequencies.

THE WISPS OF LATE EVENING mist curl around the cobbled streets of old Bath and gentlemen of good repute are away home to their wives and children. As the Abbey clock strikes the midnight hour, a thin figure moves from the shadows, its own shade taking little from the gas light that plays upon it. Flicking away the attentions of a misguided hawk moth, this man of bad company, this solitary doyen of the games houses, rounds the corner into York Street and stops abruptly. There before him, hideous to the sight in its dyed shirt and flared trousers, is the ghost of gamers past. Think hard on the sad, and not a little contrived, story he must now impart...

The tale of the ghost of gamers past

"It started when I was still a youth, a dozen years ago. I was working in an establishment not 20 miles from where we now stand. A place of work where the latest techniques of business were much in evidence, even then. On my desk was the epitome of personal computers – a calculating engine that could compute the trajectories of passing satellites in minutes.

"I will now freely admit that when the light began to fail and evening's grey cloak lay still

On the side

Some thoughts on recent technical developments...

The talk-back modem

As well as Creative's all-singing, all-dancing PhoneBlaster, they have another fax-voice modem called the ModemBlaster, so I thought I'd give it a quick MentionBlaster in its own right. This is an internal modem, an expansion card which you plug into one of the slots inside your PC. You take a lead from your phone socket and plug it into a similar socket on the ModemBlaster's back panel.

Installing the basic software is simply a matter of letting the Windows 95 hardware detection system spot the new card and read the drivers for it from the floppy disk supplied. You can then use the modem for connecting to bulletin boards, accessing the Internet or sending and receiving faxes. There's no software included for accessing the Internet, but Microsoft's MSN and Internet Explorer applications work happily enough with the device.

The ModemBlaster uses a Rockwell chipset. Rockwell is the largest single manufacturer of modem chips, ensuring that the card is compatible with virtually any software you might already have on your PC. The main software support supplied by Creative comes on the fax and voice side of things.

What you have here, apart from a modem and fax card, is the basis of a sophisticated PC-based answering machine. The SuperVoice software acts as an all-round command centre for faxes, voice mail and data communications. You can record answer messages and set up different mailboxes for each person in a family.

As well as SuperVoice, there's a copy of Microsoft Phone, an application which combines phone facilities with speech recognition and text-to-speech. It's all good fun and you can set up a complete telephony system around this one

The ModemBlaster is an excellent fax modem, with facilities and software to handle voice messages, too.

mas wassail

over the gentle hills of Gloucestershire, I played games on that machine. Its single drive, like a straight expressionless mouth awaiting sustenance, was almost happy with the five and a quarter inches of pliable plastic I fed it each evening. From the machine's depths I could hear the deep-throated whirr of its hard drive, 20 million bytes of information, of which my game was but a tiny fraction.

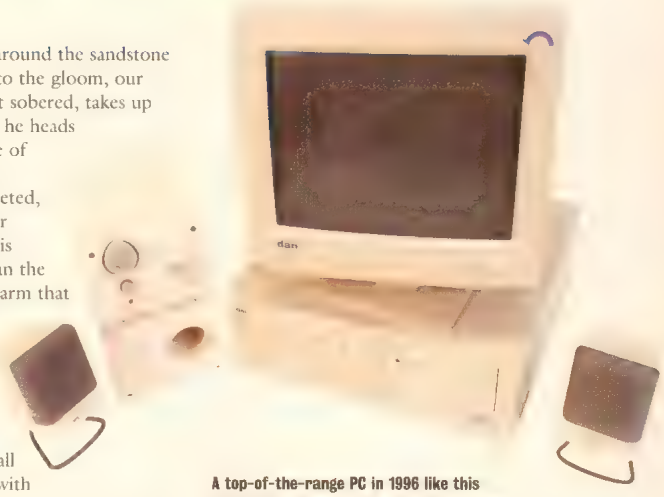
"Onto the screen, in the lurid colours of those sad days: black, white, cyan and magenta, the patterns would grow and disperse into pictures that were barely recognisable. Like some electronic draughtsman, a sketching artist whose trade it is to work with the merest outline of a face or landscape, these designs would form the backdrop to my play.

"My fingers ran over the keyboard, stabbing like a man mesmerised at the arrows which pointed to left and right, to heaven and to my own downfall. All the time, the sounds from my machine spurred me to ever greater excesses. Foul and savage noises came from the single speaker which could hardly bring itself to indulge in my folly. Debased from its purpose, the strange octaves of sound my machine gave out only added to the effrontery to which I was subjecting it. Such was my addiction, however, that I never actually realised how little my machine understood."

As these final words echo around the sandstone buildings and pass away into the gloom, our travelling gamer, somewhat sobered, takes up his route toward home. As he heads down to the familiar facade of the Great Western Railway station, but recently completed, he is confronted by another apparition of the night. This ghoul, no less fearsome than the first, bears witness to the harm that can befall the unwary. Attired in an outer garment more fitting to one of the arctic natives of Alaska and eye-glasses held together with a strange kind of tape, he is all too willing to acquaint us with his troubles...

The tale of the ghost of gamers present

"...yea it's great I've got a 200MHz Pentium in my machine which lets me play Doom *and* Quake *and* Duke Nukem 3D *all the time and 16Mb of memory so all the really big games'll fit and you should see* X-Wing vs TIE Fighter *the graphics are brilliant, specially the cut-scenes,* ☛



A top-of-the-range PC in 1996 like this Dantium 200 machine from Dan Technology contains a lot of games-related parts that weren't available ten years ago. The most obvious three are the colour monitor, the sound system and the CD-ROM drive. A PC screen today is easily capable of 16 million colours at resolutions up to 1024x768 (higher on larger screens). Stereo sound, probably with 3D support, can reproduce music and sound effects of similar quality to portable hi-fi systems. The CD-ROM has become the de facto standard for distributing software and holding large amounts of data.

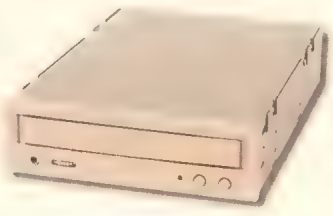
bit of hardware. In the end, though, if you only use it for surfing the Net, the typical selling price of £170 is higher than you need pay. You have to have a specific purpose for this Blaster.

The X file

CD-ROM drives appear to get faster and faster by the month, and gamesplaying boy wonders buy the latest drives because they have X8, X10 or X12 embossed on their front panels. What they don't realise, though, is that the way these drives are specified as 8, 10 or 12-speed means the speeds are measured with a PC's processor doing nothing but dragging data from the CD.

In fact, this is hardly ever the case in real life and a typical cut scene from a game would probably have the processor spending only around 60% of its time attending to the CD. The other 40% would be spent running the display and dealing with other housekeeping.

The new drive Aztech sent me this month is one of the first 12-speed devices I've seen. I tested the data transfer rate – the speed at which it can shift data into the PC – and saw 1,505K/s at no load (that's 1.5 megabytes per second, though it should have been 1.8Mb/s for a 12-speed). At 60% processor availability, even this had dropped to 439Kbps, no faster than plenty of six-speed devices I've tested. At a target price of around £100, you're not really getting much extra speed, only a higher number on the front.



The Aztech 12-speed CD-ROM is a sound drive, but it's not as fast as its designation suggests.

'cos they used real footage from the films which they created specially on these fantastic graphics workstations which are no better than my PC 'cos its got a 3D card in it and I've got two games specially written in 3D and all the others will work too you should hear the sounds in Screamer 2 *they're just like real cars 'cos I've got wavetable synthesis on my AWE 32 sound card which means they can record real sounds and just play them back without taking up huge amounts of disk space though I've got two and a half gigabytes which is really fast like the CD-ROM drive which is eight-speed so there's no jerking except when you change CDs and I can play* MechWarrior 2 *really loud cos my speakers are 120W and the Mechs are really good on my screen just like the real thing in 16 million colours and the explosions are incredibly realistic like on Chain Reaction with Keanu Reeves and I can get all kinds of games down from the Internet and play games with other people across the Net 'cos my modem's 28.8K and it costs heaps but I've made loads of mates and none of them has a PC as powerful as mine and they all like* Doom, *especially the splatter gun and I can play all the really great shoot-'em-ups whenever I want 'til my mum comes up and turns it off..."*

As the last utterance of this demented soul fades and is drowned by the noise of Pultney weir, our beleaguered gamer crosses the river and climbs the long, slow hill out of the city. Half way up the steep steps, a third bright spectre blocks his path. His clothing is of little import, though the surroundings of this man of technology show him to be from years to come. He sits in a room as sparse as it is cleanly painted in the colours of a pastel artist. Like the other two, he speaks of his experience and the gamer is strangely compelled to listen...

The tale of the ghost of gamers future

"Yes, I suppose it is a games machine, though I really think of it as part of my whole home entertainment system. The whole thing came from Dixons last month – they had a sale on – cost me just under £1,000. You can see the wall screen, I could have had the 2x1 – yes metres – but I haven't really got the wall space, so I settled for the 150x75. I'm very pleased with it and now we have the larger dish on the roof I can get all 150 channels from Space TV, including the game ones.

"The console itself is there on the table. It

In many ways, PCs are already more erratic than 2001's HAL. To think of the PC of the future is really quite scary.

On the side (cont.)

Some thoughts on recent technical developments...

Driving a poor bargain

Talking of drives, I've at last seen the long-awaited high-capacity floppy drive. This is the device developed by Compaq, Panasonic, 3M and Fuji which will read and write 120Mb floppies, as well as the standard 1.44Mb and 720K versions. It's great for backwards compatibility, as you can simply replace your standard floppy drive and fit one of these, connecting it to an IDE controller, rather than the floppy drive one.

That's the good news. The bad news is that when I measured this drive's speed, it could only write at around a quarter of the speed of its main competitor, Iomega's Zip drive. Since the high capacity floppy drive – marketed as the 'a: drive' – is also due to launch at around £200, you might think it didn't stand much of a chance. In fact, because of the big names behind it, it may well win through.

I actually hope it doesn't. I think it's time to leave the old technology behind and standardise on a new floppy which bears a similar relation in size and speed to today's hard drives as the 1.44Mb floppy did to hard drives at the time of its launch. The Zip drive gets my vote.

The final 486 OverDrive

I rang Intel the other day to ask what had happened to the OverDrive chip they mooted at the beginning of 1995 for those who currently have 486DX4/100 processors in their PCs. The idea was that as the 63MHz and 83MHz OverDrives had catered for those with DX2/50s and DX2/66s, there would be a new Pentium OverDrive for PCs which used the fastest 486.

"Oh Yes," said Intel, "We still intend to make it, but we can't give you a release date or price for it." Fine, but it may well be too late. There are too many other players in this market already.

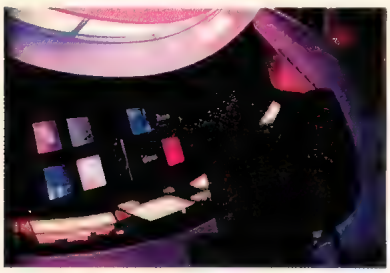
Will Intel ever get round to launching this – but for the DX4/100? Let's hope so, eh?

takes the new two-terabyte disks, which look much like the old DVD, only smaller, and of course crystal modules. It's got good ears as well, very sensitive. They rarely make mistakes with simple commands, but I've managed to confuse it with program requests a couple of times.

"I don't really know how much on-line storage it has. I think it keeps most of it on the satellite and downloads it on request – I certainly haven't noticed the difference. For instance, I can record a new answer-vid message and it plays it back as it if was storing it locally, but who can tell?

"I play Protector 3 *mostly – it's one of those total immersion shoot-'em ups – though I don't like the touch suits, so I usually play it with the projector. You have to be careful to move the furniture out of the way first, of course, but it can be pretty realistic, even without the suit. The next thing I'm thinking of adding is a joystick, just so I can play all those retro games. The graphics in* Rebel Assault 2 *were crap, but they really worried about the gameplay back in the Nineties."*

At last, as the image fades to a mere pinprick in an indigo sky, the weary gamer notices for the first time that the night is starlit. "If that is what's to come," thinks he, "I wouldn't at all mind a part of it." With a new spring to his step and a tighter grip on his CD case, he springs up the remaining stairs two by two. By the time he reaches his own front door, his head is swimming with ideas of the future, of where his love of PC games will take him and of when he can obtain a copy of *Protector 3*. PCG



(Above) Who can tell what will happen in the next ten years? My best shot is that home PCs, or at least their functions, will start to be built into home entertainment systems, as we see the growth of digital terrestrial channels and an expansion of satellite broadcasting, probably with the ability to transmit as well as receive. PC game functions would then be lumped in with TV, video-phone and possibly 3D display – though we've seen little advance in the use of holograms recently. Local storage may well be solid-state, but most things are likely to be held on a network, probably not the Internet.

Abort, Retry, Fail

Q: I'm just about to buy a notebook PC for work, but I'd like to be able to play games on it too. My work involves me being away from home quite a bit, and playing the odd game would relieve the boredom of watching TV in hotel bedrooms and spending evenings in bars. What should I look for in a notebook to make a good games machine?

Jason Hedley, Droitwich

A: You reckon playing PC games on a notebook is preferable to spending evenings in bars with somebody else paying? The truth is often stranger than fiction. Start by looking for a notebook machine with a good colour screen. There are two standards in notebooks, STN and TFT, otherwise known as passive and active matrix. Active matrix screens are much brighter and faster than passive matrix ones, but they're also more expensive. Get a TFT screen if you can afford it.

For some reason, notebook machines are slower than desktops with the same specifications, so go for a 120MHz Pentium minimum. The worst aspect of a notebook from a games playing point of view is the sound. Although some recent notebooks have two little grills set into their cases, don't be fooled into thinking there are speakers behind them. Most notebooks use a cross between a beer bottle top and a 5p piece to make sounds – oddly, not the first choice of quality speaker manufacturers.

You'll be much better off if you can carry a pair of external speakers around with you. The sound chips themselves are often quite reasonable.

The other thing you'll need is a CD-ROM drive, which again is not that hard to come by in a notebook these days. You should think of spending between £1,700 and £2,000 to get a notebook with this kind of specification.

Q: I am low on hard disk space and I'm thinking of buying an external drive. The question is, which one? I've heard about Iomega's Zip and Jaz drives and in a magazine there was talk about the SyQuest drives. The point of this drive isn't just to extend my hard disk, but also to travel to a friend to copy some stuff, so I would prefer a non-SCSI, external, easy connected, fast (No! I don't want SCSI) and reliable drive. I would like to use disks, not tapes. The money? Up to £220.

Sven Ulland, Norway

A: Well, £220 won't buy you anything but a Zip drive, which comes in at around £150. This is a 100Mb fast access floppy drive, which runs at around the speed of an old Amstrad PC1512 hard drive. It's quite fast enough for back-up and swapping files, but is a bit slow as an extension to your existing hard drive.

If you can run to £270, or know of a cheap source, you could instead go for the SyQuest EZFlyer. This drive uses 230Mb cartridges, over twice the capacity of the Zip, and is a bit faster, too. Both devices are available in non-SCSI versions that plug straight into the parallel port of your PC. Run a host program and you can then access them just like any other drive. The choice is yours.

Q: I own a Pentium 120 with 16Mb of RAM and Windows 95. I currently have an ATI Mach 64 Turbo card. My games that run in DOS mode (i.e. *US Navy Fighters*) seem choppy, even at low resolutions. I'm told that my video card is meant for Windows. Is this true.? If so, can you recommend a good all-round video card for Windows and DOS. Cost is not a factor.

Edgardo Gonzalez, via the Internet

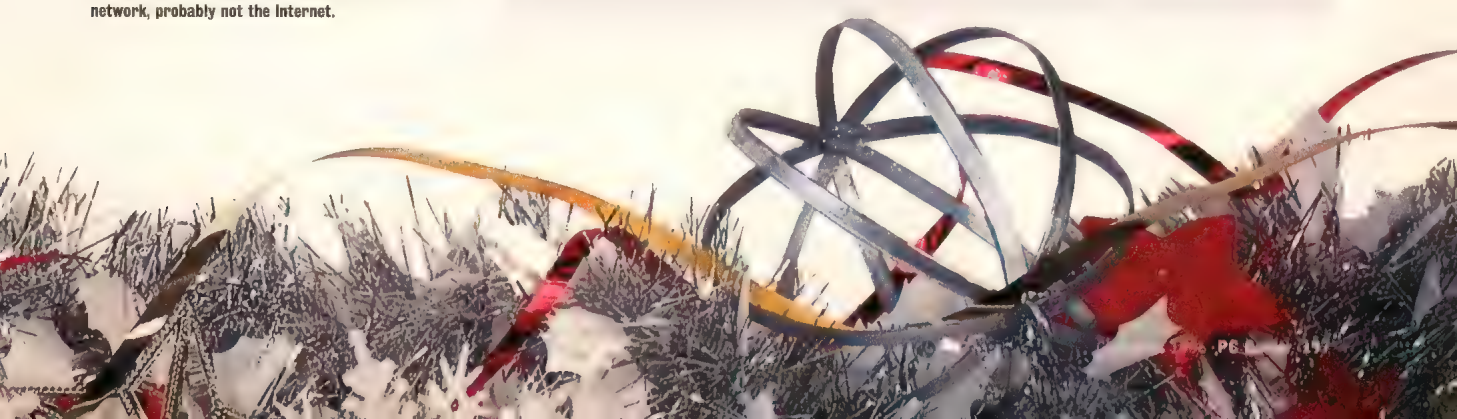
A: While it's true that some cards are optimised for Windows, they're all still good for DOS too. The ATI Mach 64 Turbo is a good all-round adaptor and you're probably not going to better it without spending £200 or more. You could try a Matrox Millenium or a VideoLogic GrafixStar 600, but I doubt the improvement over the ATI card would be worth the money.

Q: Could you advise me on a non-Intel CPU that has the performance of a Pentium 75-90 or better, as I'm considering upgrading my motherboard and CPU. My current set-up is a Packard Bell with 16Mb of memory, a 1Mb Cirrus Logic video adaptor and a Cyrix DX2-66.

Andrew Hardie, Head of Muir, Sterlingshire

A: One of the best deals around at the moment is the AMD 5x86 P75, which has performance in the range you specify and costs a near-laughable £41 from Simply Computers (0181 498 2100). And you won't even have to upgrade your system board, as it should be compatible with the DX2/66.

Send your technical questions to: Abort, Retry, Fail?, PC GAMER, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail them to: pcgamer@futurenet.co.uk



The Money Pit

Your disposable income disposed of.

1. F-16 Combat Stick

£65 – CH Products 01844 345406

This is huge. It's like someone in the design department accidentally scaled the blueprints up by 10%. You really need to wear flight gloves to reach everything on this stick at once. You need to almost be standing on tippy-toe to reach the hat, or the two top fire buttons. The throttle is possibly the least useful one we've ever seen, looking like a trim control rather than a heavy 'need two hands to budge this mother' type throttle. The stick's movement is comfortably damped, and travels much further than most. Whether the extra travel is an improvement is down to personal preference, but it was just a tad too far for me. Get the Sidewinder for £5 less. **74%**

2. Gravis Blackhawk

£45 – THE Games 0990 000064

Gravis' first toe dip into the 'budget' joystick market has resulted in the slickly designed Blackhawk, which is an ideal alternative to Microsoft's highly priced Sidewinder 3D Pro. The very least you could expect for your money is four fire buttons and a throttle, and you won't send this back. In a similar style to the Firebird 2, Gravis are masters of the comfortable hand grip, but have decided upon the smaller, heavier base strategy to achieve stability, which works nicely. The throttle is a little too flush with the body to make it ultra-easy to use, but this is a sensibly priced, strong, responsive joystick for the modest budget. **86%**

3. F-16 FLCS

£120 – Thrustmaster 01275 474550

A seriously expensive joystick, you'd hope that this could do everything. Well it can't, so there. Naturally, flying with it is a dream. The stick is comfortable, although the seemingly cheap plastic isn't particularly nice to the touch. Best of all, it tightens up slightly as you reach the extremes of a direction, which gives a simplistic but effective form of feedback. Like CH Products' F-16 stick, though, you need enormous hands to comfortably reach everything. Ideally, as far as Thrustmaster are concerned, you'd pair this unit up with its sibling, the F-16 TQS. You might have to, as you don't even get a poxy throttle with this stick. The Suncom F-16 one is better. **55%**

We wish you a merry Christmas and a happy flying experience. Playing flight simulators with a keyboard makes as much sense as writing a novel with a joystick. Get a load of these magnificent sticks. By STEVE OWEN

4. Alfa Commander Pro
£60 – Golden Image 0181 900 9291

The Alfa range of joysticks always used to be as cheap as they looked, but Golden Image have tried to walk tall with the big boys with this one. Traditionally (and rudely) shaped, this stick was the one chosen to test Novalogic's *F22* last month, more than standing up to the trial. It's fully programmable without using software, which is a bit cool, and the rudder is an excellent addition and a feature lacking from far too many contemporaries. Comfortable to use, it's only let down by a lack of stability and a slightly disappointing response due to the ageing analogue technology. Unless a rudder is essential, the Sidewinder just wins out again. **88%**

5. Gravis Firebird 2
£100 – THE Games 0990 000064

I hope you're not left handed, otherwise the Firebird 2, surprisingly named follow-up to the Firebird, has the most uncomfortable stick ever. But for 90% of the population it's exceptionally snug. Three fire buttons and a rubbery hat are all within easy reach, and a gentle mould of plastic stops your sweaty fist from slipping.

So it's a great stick, but the body is dodgy. It's huge – you'll need to push your keyboard some distance away to find room for the Firebird. The upside is stability, but the programmable base buttons are small and fiddly, and the throttle is preposterously minuscule. What you want is something huge and fist shaped, not small and prissy. **69%**

6. F-16 TQS
£120 – Thrustmaster 01275 474550

Now this is how a throttle should be built. It just shouldn't be sold at this price. Combine it into something like F-16 FLCS (or preferably the Suncom F-16 Talon) and sell the whole unit for around the £100 mark and you've got a winner. It's got a preposterous number of knobs and twiddly things scattered within (once again) oversized finger reach, but few are going to be of any use during a standard flight sim session.

Comfortable, yes. Overpriced, yes. Any good? Hmm... yeeeeesss, I suppose. So if you don't mind shelling out a ridiculously large amount of dosh for something that makes your plane fly faster (or helicopter fly higher), then this is very good, yes. **69%**

DOMTRON COMPUTERS

ALL SOFTWARE PRICES INCLUDE UK VAT & DELIVERY

Specialist in Hardware, CD ROM Software and Accessories at Discount Prices

Quake	£29.99	C&C Covert Operations	£8.99
Congo	£23.99	More War	£13.99
Worms	£22.50	F1 Grand Prix 2	£27.50
Ian Botham Int Cricket	£22.50	Backpacker	£23.99
NBA 96	£23.99	Beavis & Butthead V/Stu	£17.99
FIFA 96	£19.99	Command & Conquer	£26.99
Discworld	£26.00	Z	£27.50
Descent 2	£22.99	Monty Python Holy Grai	£24.99
Rebel Assault 2	£25.99	Phantasmagoria	£25.99
Syndicate Wars	£29.50	Destruction Derby	£25.99

ORDER NOW Open 9am-9pm. PHONE FOR OUR LATEST FREE CATALOGUE NOW!!!!

PlayStation & Sega Saturn Software Available

MAIL ORDER ONLY! MOST CREDIT CARDS ACCEPTED

Next day delivery £5.00 – Overseas and hardware delivery charges quoted with order

Domtron House, 38 Glenthorne Gardens, Sutton, Surrey SM3 9NL

Tel: 0181 288 9500 Answer Service: 0181 288 9501

NATIONAL LOTTERY SOFTWARE

Lottery Manager

★ Do you need help with the Lottery??? ★ Have access to a PC

Tel: Fairmount Business Systems

0171 495 2554

46 13 29 22 25 05

Mega Download

Internet

Bulletin Board

0891 516 126

No Subscriptions

Full Download Access on your First Call

All Speeds to 28,800

Zmodem, Ymodem, Xmodem, Kermit, Sealink & others

New Files Daily

0891 516 126

Over 21,000 files for immediate download

Thousands of GIF files

World Wide Web
Usenet FTP
Telnet SLIP

Your own Internet email address

Super, Full Colour ANSI Graphics

Mega Download

0891 516 126

Mega Download, PO Box 3463, London SE19 1DB
Calls charged per minute
45p cheap rate, 50p all other times

FREE DISK

Don't be put off by our small advert

FREE DISK containing a free

PATHFINDER PD (PG),

Tel/Fax 01274 565205

Or download a full list of our PC & Amiga software from our new web site http://www.pathpd.demon.co.uk

JUST CHECK OUT OUR PRICES!

Please make cheques payable to Pathfinder PD

STRANGEWAYS B.B.S.

0891 408040

THE MOTHER OF ALL BBS's

62,000 Programs On-Line
Gigs of Glamour Pics
Games, Business, Pleasure
Speeds up to 34,400 MNP5

Live On-Line Chat
Easy To Use System
Exclusive On-Line CDs
No Boring Questionnaires

Calls charged at 45p per min cheap rate, 50p per min all other times.
CD International, PO Box 107, Manchester M7 3WZ

PC-CD ROM GAMES & EXCHANGE

MORE COMPUTER & VIDEO GAMES IMPORTS AND EXCHANGE

9 Wilton Parade, High Street,
Feltham, Middx. TW13 4BU

☎ 0181 893 2100/844 2575

0181 844 1944

6PM-10PM 0973-552398

ALL MAJOR CREDIT CARDS ACCEPTED

OPEN MON-SAT 10-6PM SUN 12-4PM

R.C. Simulations

NEWSFLASH! "...GP500 GETS POLE POSITION IN YOUR RACING SIMS!"

Most people would love to drive a real Formula One racing car. You've experienced the thrill of the Microprose GP2 and Indy Car, and you're raring to go... but you can't forget your 'steering wheel' is a joystick and 'throttle' a fire button! There is no need to pretend any more!

GP500 is a professional-quality steering wheel and pedal control set for your PC. Exclusively developed in Britain, the steering wheel is a REAL Mountney 10" race wheel with F1-style paddle gear levers. As you storm around the track, multicolour LEDs show your gear changes alongside the two 'future feature' push buttons. The pedals have a progressive accelerator and brakes that feel 'right'.

GP500 is made from tough and durable precision-coated steel. Each unit is made individually to the highest possible quality. You can purchase additional features to give the feeling of movement and speed such as the Turbo Blower and VMS unit. For the ultimate touch, it will fit into an ACTUAL F1 race car bodyshell.

Simple set-up, attention to detail, special quick release steering mount with no desk clamps needed, means the GP500 effectively converts your home/office into the cockpit of a Formula One racing car. It works with all games... if you have a need for speed, it costs £269.95 + postage £5.65.

For all your flight simulation needs. Be informed, get our mail order newsletter. Send a stamped addressed envelope or call for more information... take off into the future...

RC SIMULATIONS

Tel: (01275) 474560 Fax: (01275) 474853

ADULT CD ROM'S TITLES FROM £9.00

(18) We do NOT condone or supply illicit hardcore material Please state 18 when ordering

CD TITLES

Girls, Girls, Girls	£9.00
Blondes Have More Fun	£9.00
Bodacious Beauties	£16.00
Pixels of Desire	£15.00

+ Loads Loads More Listed In Our Catalogue

FLOPPY TITLES

These titles are only available from us

Butts Vol 1	£1.50	Girls In Uniform Vol 1	£2.50
Butts Vol 2	£1.50	Glamour Girls	£1.00
Girls Of Girls	£2.00	Adult Stories Vol 1	£3.00
The Breast Girls	£1.00	Adult Jokes Vol 1	£1.00

+ Many Many More To Choose From
Loads of new titles every month

For your FREE Catalogue write to
(Please state CD, Floppy)

MICRONINE SOFTWARE (DEPT PCG)
11 Chapel Street, Rhydyfelin, Pontypridd,
Mid Glamorgan CF37 5RG

BBS Elite

Call now to receive 1000's and 1000's of shareware files!!

★ Over 25,000 files on-line ★
★ DOS applications, file utils, games, clipart, fonts ★
★ Windows 95, Win 3.1, OS/2 library ★
★ Huge adult/glamour picture section ★
★ E-mail and access to newsgroups ★
★ Subscriptions available for access to our non 0891 number ★

0891 518 299

83 Gayhurst Road, High Wycombe, Bucks

0891 calls charged at 45p per min cheap rate, 50p per min all other times

100 GAMES

ONLY £12.95 PLUS £2.00 P&P

OVER 100 OF THE BEST PD/SHAREWARE GAMES PROGRAMS FOR IBM AND COMPATIBLES COMPRESSED ON TO TEN DISKS

Driving & flying simulations, war & business strategy games, arcade games, adventure games, casino & gambling games, pinball, trivia, word games, board games, plus 3 CGA emulators that will enable owners mono/herc monitors to run most of these and many commercial games/programs

PLEASE STATE DISK SIZE

We maintain a full Shareware/PD library and can supply any programs advertised or reviewed anywhere at our low price of £1.95 per disk.

P.C.L. (Software) Ltd, 1 Silvey Grove, Spondon, Derby DE21 7GH

Tel: 01332 678713

Page 3 BBS

0891 633433

For entertainment with a difference!!
Gigabytes of images and movies, all high quality.
Ultra fast downloads with 28,800 v.34 modems.

Calls charged at 45p/min (cheap rate) and 50p/min (all other times)
Page 3 BBS Kidderminster DY10 4JB

PC Soft Exchange

Why pay top prices for top games when you can part exchange your CD Roms for as little as £5.00 inc. p&p.
Tel: (01803) 522127
for an instant price on the game you would like to swap.
Top 20 Gallup titles
always in stock.
PC Soft Exchange
40 Youngs Park Road, Paignton,
Devon TQ4 6BU
Office hours 9.00am - 7.00pm Mon - Sat

FULL

DOWNLOAD INSTANT ACCESS ★ BBS Online

OVER 5 Gigabytes

TRY Online CHAT

YES! 4,000 GLAMOUR GIFS

18+

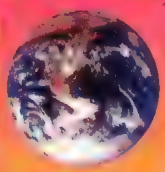
CALL BY MODEM
0891 316 789

PC PARTS ON FAX

CALL BY FAX 0891 316 700

Other Service Maybe Promoted Initially Cord Comms PO Box 19 L44 7JU. Calls Charged 45p/min Cheap rate 50p/min At all other times.

WORLDWIDE B•B•S



USE YOUR MODEM TO DIAL!

MAKE THE CONNECTION! OVER 100,000 GIF, SHAREWARE, WINDOWS/DOS FILES-UPDATED DAILY!
UNLIMITED DOWNLOADS! CALL NOW! NO SUBSCRIPTION REQUIRED! and now...Live Video Girls!

00-1-416-297-4450

INTERNATIONAL LONG DISTANCE RATES APPLY

FREE!!FREE!!FREE!!

Our 3.5" HD Disk Catalogue listing over 20,000 shareware programs with prices ranging from one penny to under two pounds.
Why pay £10 to £100 in the high street for programs you could be bored with in minutes.
Whatever programs you need, be it Games, DOS, Windows, Utilities, etc. chances are that we have it.
Lots of the best programs around are shareware.
For your **FREE** catalogue simply phone (01843) 865083 or email your address to: **ferrari@enterprise.net** or write to:

FERRARI SOFTWARE

8 Howard Road, Broadstairs, Kent CT10 1QX
'The UK's CHEAPEST shareware distributor'

THE PLEASURE DOME

Free!*

One hour on-line with Britain's hottest adult Bulletin Board!

Brought to you by Britain's leading adult magazine publishers, in association with Television X - the Fantasy Channel

Here's 6 good reasons why you should try The Pleasure Dome NOW!
1: Live on-line chat with top glamour models!
2: Thousands of red hot colour images available for download!
3: Hundreds of sexy articles and readers' letters!
4: Your own personal message box!
5: Private chat facility!
6: The UK's only on-line sex shop!

Got a PC and a modem? Dial
0181 742 7676
NOW and get your first hour on-line FREE!!*
*When you subscribe
Subscription charge: £15
All calls charged at 25p per minute

You must be OVER 18 to use The Pleasure Dome

Outer Limits Bulletin Board

0891 230044

Adult Glamour Gifs, Jpegs, Movies, and a whole lot more!

Plus Members Only Club – Go online for details

Outer Limits, PO Box 67, Kidderminster, DY10 4YQ
Calls charged at 39p/min (cheap rate) and 49p/min (all other times)

Premier Mail Order

POSTAGE & PACKING
UK - Included
EUROPE - £2.00
REST OF WORLD - £3.50

Please Send Cheques/POs Made out to Premier Mail Order or Visa/Mastercard/(Switch + Issue No) & Expiry Date to:
Dept:PCG13 9-10 THE CAPRICORN CENTRE, CRANES FARM ROAD, BASILDON, ESSEX SS14 3JJ

TEL : 01268 271172
FAX : 01268 271173

Mon-Fri 9am-7pm Sat 10am-4pm. Please note: Some titles may not be released at the time of going to press. Most titles are despatched same day, but can take up to 28 days. VAT is included E&OE

	3.5	CD
"9"		34.99
20 Wargame Classics - D-Day, Conquest of Japan, Global Domination, When 2 Worlds War, Decisive 1 & 2, Gold of Americas, Reach for Stars, Warlord, Battleport, Battles of Napoleon, Carrier Strike, Western Front, Sword of Aragon, War in Russia, War in Pacific, War Game Constr 2, Great Naval Battles 3, Clash of Steel, Conflict Middle East, Conflict Korea, Great Naval Battles 3		16.99
1940s Compilation - 1942 Pacific Air War, Across The Rhine, Tankforce 1942		29.99
A.I.V. NETWORKS	12.99	14.99
ABSOLUTE PINBALL		22.99
Aces Collectors Edition		29.99
ACTION SOCCER		9.99
ACTUA GOLF		29.99
SOCCER LEGENDS		16.99
AD&D Ultimate Fantasy - Dark Sun 5, Lands of Stronghold, Unlimited Adventures, Dungeon Hack, Fantasy Empires		16.99
AD&D UNDERMOUNTAIN		22.99
AFTERLIFE (W95)		26.99
AH64D LONGBOW		36.99
Aladdin	22.99	
ALADDIN (W95) ..	18.99	
ALBION		29.99
ALIEN INCIDENT		22.99
ALONE IN THE DARK TRILOGY		28.99
Aladdin Activity Centre		35.99
AMERICAN CIVIL WAR		16.99
AMOK		34.99
Apache Longbow (Dos/W95)		22.99
AREA 51 (W95)		34.99
ARMORED FIST 2.0		34.99
ASSASIN 2015		27.99
Atmosfear		19.99
Attack 2097		24.99
ATF US		36.99
ATF DID NATO FIGHTERS		16.99
AUSTRALIAN RUGBY LEAGUE		29.99
BAKU BAKU ANIMAL		19.99
BATTLEGROUND 3000 AD		26.99
Battleground Andentes or Gettysburg		29.99
Battleground Shiloh or Waterloo		24.99
BATTLE ISLE 3		29.99
BEDLAM		34.99
BERMUDA SYNDROME		27.99
Betrayal In Antara		32.99
BIOFORGE CLASSICS		9.99
BIRTHRIGHT		29.99
BLAM! MACHINE HEAD		29.99
BLOOD (FULL VERSION)		26.99
Bloodstone		12.99
BLUE ICE		32.99
BROKEN SWORD		26.99
Cannon Fod/Beneath Steel Sky		11.99
Cannon Fodder 2	22.99	8.99
CAR & DRIVER	12.99	8.99
CASTLE		22.99
CENTERCOURT TENNIS		22.99
Championship Manager All Stars-		26.99
Champ Man 2 - French Liga		19.99
Champ Man 2 - German Lge		19.99
Champ Man 2 - Italian Lge		19.99
Champ Man 2 - Spanish Lge		19.99
Champ Manager End of Season 11 99		
CHAMPIONSHIP MAN 2 96/97 D/D		9.99
CHAMPIONSHIP MAN 2 ENHANCED 96/97		12.99
CHAOS OVERLORD (W95)		21.99
Cheeman a 97		22.99
CIVIL WAR (ROBERT E LEE)		24.99
CIVILIZATION 2		32.99
CIV 2 - DAWN OF HUMANITY		14.99
CIVILISATION 2 LTD EDITION		38.99
CIVILISATION 2 CONFLICTS		10.99
COLONISATION		32.99
COMMANCHE 3 0 .		29.99
Command & Conquer		26.99
Command & Conquer Companion		16.99
Command & Conquer Covert Ops		10.99
COM & CONQ EVE OF DOMINATION		8.99
COM & CONQUER RED ALERT		29.99
Command And Conquer Tooxit V3		12.99
CREATURES		24.99
CROW: CITY OF ANGELS		26.99
CRUSADER CLASSIC		9.99
CRUSADER - NO REGRETS		25.99
CYBER GLADIATORS		24.99
CyberSpeed (W95)		29.99
Cybersiorm (W95)		24.99
DARK HERMETIC ORDER		34.99
Daggerfall - Elder Scrolls 2		14.99
DARK SEED 2		22.99
DEADLOCK		27.99
Death Keep (W95 3.11)		29.99
DEATH RALLY		18.99
DECATHLON		9.99
DELUXE RACING		26.99
DESCENT 2		29.99
DESTRUCTION DERBY 2		24.99
DIABLO ..		27.99
Die Hard Trilogy		29.99
Discworld	27.99	32.99
DISCWORLD 2		38.99
DOMINION		31.99
DOOM - FINAL DOOM ..		17.99
Doom 2	32.99	36.99
Doom 2 Screen Saver	13.99	13.99
Doom 2 Expansion		9.99
Doom 2 Extra Levels Vo 1		8.99
Doom 2 Editor Pack		8.99
DRAGONHEART FIRE & STEEL		24.99
DREADNOUGHT(HMS CARNAGE)		32.99
DREGGS (W95)		30.99
DRIVER		36.99
DUKE NUKEM 3D ..		29.99
Duke Nukem 3D Beyond Meltdow		18.99
DUKE NUKEM 3D LEVELS		9.99
DUKE NUKEM 3D - NUKE IT		16.99
Dune 2	12.99	9.99
DUNGEON KEEPER	12.99	8.99
Fleet Defender		12.99
EA RUGBY LEAGUE(DOS/W95)		29.99
Earth Siege 2 Skyforce(W95/3.1)		29.99
EF2000 - TFX 2		36.99
EURO 96		26.99
EURO SOCCER STARS '96		19.99
F1		26.99
F1 W95 + ACCESSORY CARD		38.99
F22 LIGHTNING 2 (NOVALOGIC)		32.99
FABLE		26.99
FFIGY		12.99
FIFA Classic)		12.99
FIFA 97		29.99
FIRE FIGHT		24.99
Flight Fleet		27.99
Fleet Defender		12.99
FOOTBALL '97		26.99
FORMULA ONE GRAND PRIX 2		32.99
Formula One Manager		24.99
FPS BASEBALL '96 (W95)		24.99
FRAGILE ALLEGIANCE		26.99
FPS Football 96		29.99
FLIGHT SIM 6		34.99
FS - MANIC KARTING 1		14.99
FS5 - AIRBUS FAMILY		22.99
FS5 - AIRCRAFT COLLECTION		26.99
FS5 - BOEING FAMILY		22.99
FS5 - British Isles Part 1 or 2		19.99
FS5 - BUSINESS JETS		22.99
FS5/6 - CESSNA CUSTOM KIT		19.99
FS5 - EUROPE 2		30.99
FS5 - FINAL APPROACH		24.99
FS5 - FLIGHT SHOP		35.99
FS5 - FLIGHT ZONE		16.99
FS5 - GREAT AIRLINERS		22.99
FS4/5 - Havana or Tahiti Scenery		7.99
FS5/6 - NAVIGATOR		24.99
FS5 - PERFECT FLIGHT ITALIA		8.99
FS5/6 - PRE-FLIGHT		19.99
FS5 - RESCUE AIR 911		32.99
FS5 - SCENERY & OBJECT DSN		38.99
FS5 - Tower		9.99
FS5 - United Kingdom		19.99
FLIGHT SHOP BUSINESS JETS		22.99
Flight Unlimited (W9		
F SIM FX.		27.99
FX Fighter		24.99
F-ZONE (FURY 3 ADD ON)		19.99
GLORIANA		29.99
GRAND PRIX MANAGER 2		32.99
Gremlin Three Pack - Lotus, Nigel Mansell's World Championship, Zool		12.99
Gremlin Four Pack - Lotus, Premier Manager 2, Supercars 2, Actua Soccer		14.99
Gremlin Five Pack - Desert Strike, Jungle Strike, Urban Strike, Soccer Kid		22.99
GUTS N GARTERS		32.99
HANNA BARBER - ZOIKS		32.99
HARDLINE		29.99
HARD WAR		29.99
Harmonic 2		29.99
HARVESTER		24.99
Heart of Darkness		31.99
HERETIC		27.99
HEROES OF MIGHT & MAGIC		26.99
Heroes Of Might & Magic 2 (W95		26.99
HEROES OF MIGHT & MAGIC 2		32.99
Heroes Of Might & Magic Coll		32.99
Heroes of the 357th + Exp		14.99
HEXEN		29.99
Hexen Death Kings of the Dark		8.99
HIND		27.99
HULK 2		29.99
HUNTER HUNTED		24.99
INCARNATE		34.99
INDIANAPOLIS 500		8.99
INDIAN IN A CUPBOARD		19.99
Indy Car 2		29.99
INTERNATIONAL RACING		29.99
INT AVIATION MANAGER		16.99
INTO THE SHADOWS		34.99
IRON & BLOOD		34.99
IRON MAN 1 XO		31.99
Jagged Alliance		26.99
JET FIGHTER 3		36.99
KICK OFF '96		12.99
KILLING TIME		28.99
KRAZY IVAN		26.99
LAND OF LORE 2		38.99
Legend of Kyrandia		12.99
Leisure Suit Larry 1 & Collection		32.99
LEISURE SUIT LARRY 7		32.99
LEMMINGS PAINTBALL (W95)		22.99
LIGHTHOUSE		29.99
LINKS LS		36.99
Lion King Animated Storybook		27.99
LION KING (W95)		18.99
LITTLE BIG ADVENTURE		12.99
LIVING BOOKS		12.99
LORDS OF THE REALM 2		32.99
M4 TANK		9.99
Made me		26.99
Magic Carpet Plus		12.99
Magic The Gathering		32.99
MANIC KARTING 1		14.99
MASTER OF DIMENSIONS (W95)		29.99
M A X		32.99
MAXIMUM ROAD RACE		27.99
Mclaren At Le Mans		31.99
M D K		32.99
Mechwarrior 2		29.99
MECHWARRIOR 2 (W95)		31.99
Mechwarrior 2 Expans on Pack		24.99
MERIDIAN 59		28.99
MORTA.. COMBAT 1 & 2 COMBO		15.99
MORTAL COMBAT TRILOGY		33.99
MOTOR CITY		26.99
MS AUTOROUTE GB & EURO		49.99
MS CLOSE COMBAT (W95)		34.99
MS DEADLY TIDE		34.99
MS ENCARTA WORLD ATLAS		39.99
MS ENCARTA '97		39.99
MS FOOTBALL		29.99
MS GEX		22.99
MS GOLF		22.99
MS INTELLIMOUSE		39.99
MS MUSIC CENTRAL 97		22.99
MUDKICKER		30.99
MUMMY		29.99
MUTANT PENGUINS		16.99
NBA HANGTIME (W95)		30.99
NBA JAM XTREME		24.99
NASCAR 2		32.99
NECRODOME		32.99
NECROMANTICS		21.99
NEED FOR SPEED SPECIAL		32.99
NETWORK Q RAC RALLY		24.99
NET ZONE		24.99
NFL Quarterback Club '97		24.99
NFL Madden '97 (W95/Dos		34.99
NHL '97 ICE HOCKEY (DOS/W95)		29.99
NHL OPEN ICE		32.99
NIGHT OF THE MONSTERS		32.99
NITRO RACERS		22.99
NODDY!		22.99
OLYMPIC GAMES		24.99
OLYMPIC SOCCER		24.99
ONSIDE SOCCER		22.99
OPEN ICE (W95)		30.99
OPPOSITE LOCK (W95/DOS)		24.99
Orion Burger		29.99
OVER THE REICH		26.99
Pandora Directive		35.99
PERFECT GENERAL 2		29.99
PGA 96 GOLD		32.99
PGA EUROPEAN TOUR		26.99
PGA Euro D/D The Nippon		16.99
PGA Euro D/D Oxford		16.99
PGA Tour 96		34.99
PGA TOUR 96 (W95)		31.99
PGA 486 (CLASSIC)		12.99
PGA TOUR D/D SAWGRASS		16.99
PINBALL CONSTRUCTION KIT		27.99
PINBALL PRELUDE		19.99
POOL CHAMPION(W95)		18.99
Populous 2 & Powermonger		12.99
PRAY FOR DEATH		14.99
Privateer		29.99
PRIVATEER:THE DARKENING		32.99
PUTTY SQUAD		32.99
QUAKE TOOLKIT		12.99
Quarterdeck Cleansweep 95		12.99
Quest For Fame		34.99
QUEST FOR GLORY COLLECTION		19.99
Racings Greatest Thrills - Indy Car, Indy Car Circuits, Test Drive 3, Nascar Racing Ltd ed		4.99
Rage - Hover Arcade Racing, GP Limited		16.99
RAMA		32.99
RAVAGE		26.99
Rayman W95		16.99
RE-LOADED		24.99
REALMS OF THE HAUNTING		32.99
Rebel Assault 2		34.99
Red Ll Doctors Out		27.99
REDNECK RAMPAGE		32.99
ROBOTRON 'X'		34.99
SAND WARRIORS		29.99
SCARED PLANET		32.99
SCORCHER		34.99
SCREAMER 2		24.99
SENSIBLE SOCCER		19.99
SETTLERS 2		29.99
SHADOAN		28.99
SHADOW WARRIORS		29.99
SHATTERED STEEL		32.99
Sim City 2000 (Dos or Win)	26.99	27.99
SIM CITY 2000 ANNIVERSARY		34.99
SIM CITY 2000 (W95)		36.99
Sim City Architect		10.99
Sim Classics 2 Sim Farm, Sim Earth, A Train		17.99
Sim Classics 2 Sim Farm, Sim Earth		16.99
SIM MICROSOFT GOLF		27.99
SIM PLANET		32.99
SIM TOWER	28.99	28.99
SIMON THE SORCERER		29.99
SIMON SORCERO 1 & 2		29.99
Simulator Aviator MIG29, AV HomerAssault		29.99
Blue Angels, Red Baron, Blue Max		19.99
Soccer Stars 96 - FIFA, On The Ball, Kick Off 3, Premier Manager 3		24.99
SPACE HULK & SYSTEM SHOCK		16.99
SPEED FREAK		19.99
SPEED RAGE		26.99
SPOR		30.99
Star Genera		32.99
Star Trek 25th Anniversary		10.99
Star Trek DS 9 Harbinger		24.99
STAR TREK EMISSARY GIFT		24.99
STAR TREK KLINGON		31.99
Star Trek Teaching of Manua		29.99
Star Trek: Final Unity		36.99
STARFIGHTER 3000		37.99
STARFIGHTER 3000		24.99
STEEL LEGIONS		29.99
STING - ALL THIS TIME		27.99
STORM		33.99
Strange Golf		26.99
STREET RACER		24.99
STRIFE		28.99
Stonekeep		34.99
SUPER MATCH (W95)		29.99
SUPER EF2000		26.99
SUPER MOTOCROSS		24.99
Super Street Fighter 2 Turbo		18.99
Superhero League of Hoboken	26.99	26.99
SURFACE TENSION		24.99
SWAGMAN		29.99
Syndicate (CD + Pc Version)	12.99	12.99
SYNDICATE WARS		29.99
TACTOM & EF 2000 COMBI PACK		28.99
TEAM F1		26.99
Temptation - Lands of Lore, 7th Guest, Grand of Kells, Indy Car Racing		29.99
TERMINATOR SKYNET		28.99
Terrace		11.99
Terracide		5.99
The Dig		31.99
THE DAME WAS LOADED		27.99
THE GAMES FACTORY		49.99
THE SIMPSONS		24.99
Tie Fighter	19.99	
TIE FIGHTER-V-X WING		28.99
TIME COMMANDO		34.99
TIME GATE		29.99
TOMB RAIDERS		32.99
TOON STRUCK		29.99
TRACER		14.99
TRACKSUIT MANAGER		18.99
Transport Tycoon & World Editor		12.99
TRASH IT		27.99
TROPHY BASS 2		24.99
ULTIMATE DOOM (DOS/W95)	19.99	19.99
VIRTUA FIGHTER		12.99
ULTIMATE SIM COLLECTION- Sim City, Sim City 2000, Sim Isle, Sim Tower		29.99
ULTIMATE SOCCER MANAGER 2		26.99
Universe	7.99	
US NAVY FIGHTER CLASSICS		10.99
VANISHED THE MASQUERADE		29.99
VIPER (W95)		26.99
Virtua Chess Platinum		12.99
VIRTUA FIGHTER		29.99
VOYEUR II		26.99
WALLACE & GROMIT		22.99
Warlords ..		24.99
Warzone Harpoon Classic, Starship, Fighter Wing No Greater Glory, Pacific I		19.99
Warcraft Orcs & Humans		29.99
WARCRAFT 2		29.99
Warcraft 2 Beyond Dark Portal		12.99
Warcraft 2 Mother War		18.99
Warcraft 2 - New Levels for Sim City 2000		9.99
WARCRAFT 2 - TOOLKIT		12.99
WARWIND		32.99
WASTE LANES		19.99
WILD ANIMALYMPICS		31.99
Wing Commander 1	11.99	8.99
Wing Commander 2	13.99	9.99
Wing Commander 4		18.99
Wing Commander The Kilrathi Saga		22.99
WORLD GOLF	14.99	
WORMS COMBI PACK		25.99
WRESTLEMANIA ARCADE GAME		24.99
WWF ARCADE		32.99
X-COM COMP JPG-STRATEGY BOOK		24.99
XS ..		26.99
XWING		16.99
ZPG		30.99

SPECIAL OFFERS

11TH HOUR		10.99
1942 PACIFIC AIR WAR		8.99
1944 ACROSS THE RHINE		8.99
A10 CUBANEICY		10.99
AWARD WINNERS PLATINUM		14.99
Beavis & Butt-head		9.99
BENEATH A STEEL SKY		9.99
Big Red Racing		7.99
BLUE ANGEL		7.99
BRETT HULL HOCKEY 95		7.99
CARS		8.99
CHALLENGER		16.99
CHAMP MANAGER 2		9.99
CIVILISATION ..		8.99
COLONISATION		16.99
Commanche		9.99
Corporal on	4.99	
DARK FORCES		12.99
Desert & Jungle Strike		16.99
DESTRUCTION DERBY		11.99
DRUID		12.99
Dune (OEM)		6.99
EARTHSIEGE		8.99
ECSTATICA		11.99
F14 FLEET DEFENDER		8.99
F15 III		8.99
Fade To Black		9.99
FERRARI		5.99
FIELDS OF GLORY ..		8.99
Flashback		7.99
FORMULA ONE GRAND PRIX		8.99
FULL THROTTLE ..		12.99
Fury Of The Furries		9.99
GEMSTORM		4.99
GRAHAM GOOCH CRICKET	9.99	9.99
GRAND PRIX MANAGER		16.99
Hemlock	4.99	26.99
HELLFIRE ZONE		14.99
HUMANS 1 & 2 ..		9.99
Incal		8.99
JOHNNY BAZOOKATONE		7.99
KINGS QUEST 7		8.99
Leisure Suit Larry 5 or 6		9.99
LINKS 386 PRO	29.99	9.99
LOST RUNNER		9.99
MONKEY ISLAND 1 & 2		10.99
Moonbase	12.99	
NAVY STRIKE ..		10.99
OUTPOST		8.99
PANZER GENERAL		8.99
Perfect Gen		10.99
PERFECT PINBALL		10.99
Pinball Dreams De.uxe		15.99
Pinball Fantasies Deluxe		15.99
PINBALL WORLD		15.99
PLAYER MANAGER 2 EXTRA	7.99	
RAILROAD TYCOON DELUXE		9.99
RAVEN PROJECT		12.99
Red Ghost		12.99
RIDDLE OF MASTER LU		7.99
RISE OF THE TRIAD		7.99
SAM & MAX HIT THE ROAD		10.99
Scottish Open	9.99	
SCREAMER		8.99
SHIVERS		8.99
SIMON THE SORCERER 1	12.99	12.99
SPACE QUEST 6		8.99
SPACE QUEST COLLECTION		14.99
SPORTS FREAKZ		5.99
STREETFIGHTER 2		7.99
SYNDICATE CLASSIC		9.99
Tactical Manager	14.99	
TERMINAL VELOCITY		7.99
TFX (OEM)		6.99
THUNDERHAWK 2	4.99	7.99
TIE FIGHTER -COLLECTORS		12.99
TILT		8.99
TOP GUN		16.99
Tornado + Desert Storm	9.99	9.99
TRACK ATTACK		7.99
Transport Tycoon & World Ed		14.99
UFO		9.99
Universe	7.99	7.99
WEREWOLF CLASSIC		9.99
WING COMMANDER 3 CLASSIC		10.99
WINGNUT		10.99
WITCHAVEN 2		7.99
WORDSTAR LAPTOP COLLECTION	29.99	
WORLD CLASS RUGBY 95	9.99	9.99
X-WING - COLLECTION		12.99
Zool		9.99

JOYSTICKS

3M Parallel Printer Cab e	4.99
5M Parallel Printer Cab e	6.99
3 IN 1 PC STEERING WHEEL	64.99
ANA TWIN AUTO JOYSTICK SPLITTER	4.99
AQUA PAD CLEAR	10.99
AQUA PAD	19.99
CH Flightstick Pro	64.99
CH F16 Fighter Stick	89.99
CH F16 Flightstick	39.99
CH Flightstick	29.99
CH Flightstick Pro	54.99
CH Gamecard 3 Auto	29.99
CH PEDALS	89.99
CH Pro Pedals	79.99
CH Pro Throttle	89.99
CH Throttle	64.99
CH Virtual P ot	64.99
CH Virtual P ot Pro	79.99
Joystick Extension Cable	7.99
Keyboard Extens on Cable	4.99
Logic 3 Navigator(Thrustmaster compat)	19.99
Logic 3 Tornado-JT251 (Analog)	12.99
Logic 3 PowerPad	9.99
Logic 3 SprintPad	12.99
MT Speakers 2x5 watt-SBC600	19.99
PCMCIA GAMECARD II	45.99
PREDATOR TURBO WHEEL	29.99
Quickjoy Flight Force Pro SV241	29.99
Quickjoy Flight Force FCS SV242	36.99
Quickjoy Propad SV230	10.99
Quickjoy Propad (4 Button) SV231	12.99
Screenbeat 25 Speakers - SB 225	21.99
Screenbeat Pro 50 Speakers - SB250	32.99
Screenbeat Mains Adaptor	7.99
SIDEWINDER GAMEPAD	34.99
SIDEWINDER 3D PRO	42.99
SIDEWINDER 3D PRO & HELL BENDER	52.99
Suncom Dual Joyst ck Adaptor	6.99
Suncom F15E Hawk	39.99
Suncom F15E Raptor	52.99
Suncom F15E Talon	66.99
Thrustmaster ACM Gamecard	59.99
Thrustmaster F16 Flight Control Sys	119.99
Thrustmaster F16 TQS	119.99
Thrustmaster Formula T2 -Steering Wheel, Brake & Accelerator Pedal	119.99
Thrustmaster Mk2 Flight Control Sys	64.99
Thrustmaster Mk2 Weapons Control	89.99
Thrustmaster Pro FCS	119.99
Thrustmaster Rudder Control System	119.99
Thrustmaster Wizard -Pinball Flippers	32.99
Thrustmaster XL Joystick	27.99

YOU CAN PLACE AN ADVANCED ORDER FOR FUTURE RELEASES - CREDIT CARDS ARE NOT CHARGED UNTIL THE DAY OF DESPATCH SO RESERVE YOUR COPY TODAY!

Game Express

PO Box 4, Wolverhampton WV1 1XB, Tel 01902 27653:Fax 01902 820177

No Hidden Charges, All prices include VAT & 1st Class Postage, in the UK. Open 9-5, 6 days a week. Most orders despatched within 24 Hrs, if your product is out of stock we'll always notify you. Next day post Guarantee £4

Cheques payable to Game Express, Send your orders with details of Name, Game, machine and chq guarantee number. EC orders add £2 p&p, the rest of the world £2 per item, please phone for availability. E&OE.

SWITCH VISA Access

	3.5	CD
942 Pacific Air	£N/A	£19.99
1944 Across Rhine	£N/A	£12.99
11th Hour	£N/A	£14.99
1000 Games & Education	£N/A	£6.99
20 Wargame Classics	£N/A	£9.99
200 Apogee Games	£N/A	£6.99
300 Games Windows	£N/A	£6.99
3D Ultra Pinball 2	£N/A	£22.99
7th Guest	£N/A	£9.99
Abuse	£N/A	£29.99
Ace Ventura	£N/A	£26.99
Actua Golf	£N/A	CALL
Afterlife	£N/A	£26.99
AH64 Longbow	£N/A	£34.99
Airbucks	£N/A	£6.99
Aladdin Win95	£N/A	£9.99
Alien Trilogy	£N/A	£26.99
Allied General	£N/A	£29.99
Alone in the Dark	£N/A	£12.99
American Civil War	£N/A	£19.99
Apache Longbow	£N/A	£19.99
Arena Elder Scrolls	£N/A	*Dungeon Master 2*
Atari 2600 Pack	£N/A	£9.99
ATF	£N/A	£34.99
ATF Nato Fighters	£N/A	Earthworm Jim 1 & 2
Azrael's Tear	£N/A	*£29.99*
B.C. Waterloo	£N/A	£26.99
B.G. Smith	£N/A	£29.99
Baku Baku	£N/A	£21.99
Battle Cruiser 3000	£N/A	£26.99
Beavis & Butt-Head	£N/A	£21.99
Beneath S.S. & Cannon Fodder	£N/A	£16.99
Bensch Steel Ski	£N/A	£9.99
Bermuda Syndrome	£N/A	£29.99
Betrayal at Antara Win95	£N/A	£29.99
Betrayal at Krondor	£N/A	£22.99
Big Red Racing	£N/A	£9.99
Bioforge	£N/A	£.29
Birthright	£N/A	£29.99
Blam Machine Head	£N/A	£29.99
Blue Ice	£N/A	CALL
Broken Sword	£N/A	*£29.99*
Bug	£N/A	£.99
Caesar 2	£N/A	£29.99
Cannon Fodder 1 OEM	£N/A	£7.99
Cannon Fodder 2	£N/A	£9.99
Catz or Dogz	£N/A	£13.99
Champ Manager 2	£N/A	£16.99
Champ Man 2 Update 96/97	£N/A	£12.99
Champ Man 2 Game + Update	£N/A	£22.99
Chessmaster 4000 OEM	£N/A	£6.99
Chessmaster 5000	£N/A	£24.99
Chronomaster	£N/A	£24.99
Civilization	£N/A	£17.99
Civilization 2	£N/A	£32.99
Commanche	£N/A	£17.99
Commanche 3	£N/A	£34.99
Com & Conq. & Dune 2	£N/A	*£27.99*
C&C Covert Operations	£N/A	£12.99
C&C Eve Domination	£N/A	£9.99
Conspiracy	£N/A	£9.99
Crusader: No Regrets	£N/A	*£29.99*
Cyberia	£N/A	£12.99
Cybersiorm Win95	£N/A	£24.99
Daggerfall	£N/A	£24.99
Dark Forces	£N/A	£14.99
Dark Sun OEM	£N/A	£.99
Dark Seed 2	£N/A	£29.99
Dawn Patrol	£N/A	£14.99
Day of the Tentacle	£9.99	£9.99
Deadlock	£N/A	£27.99
Death Keep W95	£N/A	£26.99
Death Trap Dungeon	£N/A	£26.99
Descent	£N/A	£13.99
Descent 2 Old Stock	£N/A	£24.99
Desert Jungle Strike OEM	£N/A	£.99
Diablo	£N/A	*£29.99*
Die Hard Trilogy	£N/A	*£34.99*
Discworld	£N/A	£34.99
Doyz or Catz	£N/A	£7.99
Doom 2 OEM	£N/A	£19.99
Dreadnought	£N/A	£31.99
Duke 3D Beyond Melt	£N/A	£.99
Duke 3D Duke Nukem 3D	£N/A	£.99
Duke Nukem 3D S/Ware	£N/A	£6.99
Dune	£N/A	£.99
Dungeon Master 2	£N/A	£12.99
Earthworm Jim 1 & 2	£N/A	£21.99
EDUCATIONAL	£N/A	CALL
Elite plus	£N/A	£4.99
Encyclopaed a Space	£N/A	£9.99
Encyclopaed a Webster	£N/A	£9.99
Euro 96	£N/A	£22.99
Fade Manager 96	£N/A	£24.99
Eye of Beholder 1 Or 3	£N/A	£12.99
F1 Grand Prix	£N/A	£9.99
F1 Grand Prix 2	£N/A	£19.99
F14 Fleet Def + Scenario	£N/A	*£12.99*
F15 3	£N/A	£9.99
F22 Lightning	£N/A	£9.99
F Fix	£N/A	£27.99
Fade to Black	£N/A	*£12.99*
Fantasy Genera	£N/A	£29.99
Fields of Glory	£N/A	£.99
FIFA 97	£N/A	£29.99
FIFA Socce	£N/A	£.99
FIFA & PGA Golf	£N/A	£27.99
Final Doom	£N/A	£7.99
Fire Fight	£N/A	£27.99
Flash Back	£N/A	£9.99
Flight Sim Flight Shop	£N/A	£36.99
Flight Unlimited Win95	£N/A	£.99
Football 97	£N/A	£29.99
Freddi Pharkas FP	£N/A	£9.99
Full Throttle	£N/A	*£14.99*
Fuzzy's Space Golf	£N/A	£9.99
Gabriel Knight	£N/A	£9.99
Gabriel Knight 2 OEM	£N/A	£19.99
Gene Machine	£N/A	£25.99
Gene Wars	£N/A	£29.99
Gender Wars	£N/A	£7.99
Grand Prix Manager 2	£N/A	CALL
Great Naval Battles 3	£N/A	£29.99
Great Naval Battles 3 OEM	£N/A	£9.99
Gremlin 5CD Pack	£N/A	£9.99
Desert Jungle, Retribution, Shipstream, Actua Soc		
Guts N Garters	£N/A	£31.99
Hand of Fate	£N/A	£4.99
Hardline	£N/A	£29.99
Harvester	£N/A	£29.99
Heart of Darkness	£N/A	*£31.99*
Heretic	£N/A	£29.99
Hexen	£N/A	£29.99
Hexen Deat Knights	£N/A	£16.99
Hind	£N/A	£26.99
Hunter Hunted Win95	£N/A	£29.99

PC GAMER swap shop

December's playmate, Steve, gets even more exposure this month. However, we hope that he'll be joined by lots of new multi-player pals next month, so send in all your deathmatch details or, indeed, buying and selling specifics on the form below to PC GAMER, Swap Shop, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

GAMES FOR SALE

● **Explorapedia** £25, Flightsim Toolkit £15, *Screamer* £15, *Catz* £10, *Dogz* £10 and *SimEarth* £5 or the lot for £80 – Tel 0121 544 4452 Birmingham

● **Mint condition** games including *Top Gun* and *Warcraft*. Send SAE for full list to – Graham Thomson, 48 Byker Buildings, Byker, Newcastle-Upon-Tyne.

● ***Grand Prix I*** £5, *NASCAR Racing* £5, *Tilt* £5, *King's Quest VII* £7, *TIE Fighter* £7 or the lot for £25 – Tel 01252 542345 Hampshire.

● ***Crusader: No Regret*** £16, *Settlers 2* £12, *Descent 2* £10, *Lords Of Midnight* £8, *A-Train* £5, all as new – Tel 01246 568000 Chesterfield

● **PC Gamer** issue 3 cover disk – Tel 01908 612764, after 6pm, Buckinghamshire

● ***EF2000***, swap for *PGA 96* or *PGA Euro Tour* – Tel 01782 319610 Stoke

● **Games** to swap or sell. Also, Amiga games for sale – Tel 01246 472104 Chesterfield

● ***Monkey Island 2*** £5, *Ultima Underworld* £5, *Pagan Ultima* £12, all with hint books and postage included – Tel 01609 773761 North Yorks.

● ***Worms*** (CD) £15, *Super Streetfighter 2 Turbo* (Disk) £12 – Tel 01235 762235 Oxfordshire

● **CD-ROMs:** *Abuse, Dreamweb, Bloodnet, Tower Assault II*, all £10 each, boxed as new and including postage. You could even have them all for £35 – Te 01366 388020 Norfolk

● ***Warcraft 2*** £10, *Star Trek: A Final Unity* £12, *Aliens: CBA* £10, *Alone In The Dark 3* £10, *Space Quest 4* £4, *Ecstatica* £5, all CD-ROMs, swaps considered – Tel 0181 449 5909 London

● ***Descent CD*** £10, *Network Q RAC Rally* £25, *Duke Nukem 3D* CD £20 – Tel 01793 812668, after 5pm, Swindon.

● ***Duke Nukem 3D***, *Congo, Euro 96, Doom* and more. Prices from £10 to £15, all in very good condition – Tel 0114 258 7229 Sheffield.

HARDWARE FOR SALE

● **Pentium P120**, 256k pipeline, 8Mb RAM, 1Gb hard drive, 1Mb Tseng graphics, SVGA monitor, Pro sound card, x6 CD-ROM, Win 95 installed, full hard drive, Win 95 keyboard, mouse, joystick, only £795 ono – 01603 440477 Norwich

● ***Intel Pentium*** overdrive 83MHz £80, Orchid Sound Producer Pro sound card £25, Mitsumi triple speed CD-ROM drive £20, with disks and manuals – Tel Dave 01423 523068 North Yorks

● ***P166*** 16Mb EDO RAM, 1.6Gb HD, x8 CD-ROM, 16bit sound card, 2Mb video card, speakers, Windows 95, lots of software, one month old, £1195 ono – Tel 01274 667191 after 6pm, Bradford

● ***Intel P100***, 16Mb RAM, 278Mb HD, x6 CD-ROM, SB16 speakers, 2Mb 64bit video card, Win 95, CH Flightstick Pro, 15" digital monitor, new components, lots of software, £1300 ono – Tel 0115 9527451 Nottingham

● ***Intel overdrive***, 83MHz, boxed with manual and tool. Fits 486 33/66 socket 3. Upgrades 486 to Pentium, RRP £257, sell for £115 ono – Tel 01223 841729, after 4.30pm, Cambridgeshire.

WANTED

● **Thrustmaster** F16 FLCS joystick, Thrustmaster F16 TQS throttle and Thrustmaster RCS rudder control, will pay cash – Tel 0181 451 7834 London

● ***Mortal Kombat 2*** will swap for *X-Wing* – Write to: Mark Skillicorn, 122 Bolton Rd, Westhoughton BL5 3DX

● ***Star Trail***, *Might And Magic* series and *Ultima 1, 2* and *3* for PC – Tel 01246 472104 Chesterfield.

MESSAGES

● **PC CD-ROM** fanzine. For more details, send 20p stamp and name and address to – Andy, 81 Osborne Cres, Tweedmouth, Berwick TD15 2HX.

PLAYMATES

● **People** wanted for *Duke Nukem 3D, Apache Longbow, Quake, C&C* carnage over Internet – Tel Steve, call sign 'Snowy', on 0171 288 1518 London

PC GAMER swap shop

Please slip my advert into the next available issue.

Section:

Hardware for sale ☐ Games for sale ☐ Wanted ☐ Contacts ☐ Messages ☐ Playmates ☐

Name____ Address

Telephone

(PCG3B)

.net

the internet magazine

Seek and ye shall find

The definitive guide to finding people, information, facts, figures and files on the Internet.

Plus intelligent agents, Web search engines, tracking down e-mail addresses, searching in newsgroups and all that dodgy old stuff like Archie, Veronica and (grrrrk) wide area information searches (WAIS to the boffins).

It's easier than finding Jesus in a haystack, that's for sure

An awesome program-packed CD-ROM

Don't download another program until you've seen the .net CD-ROM. Internet Explorer 3.0 (for Windows 3.1 and Windows 95), loads of search software to help you find files on the Net, stacks of plug-ins for your Web browser and free Internet access from MSN.

All of that plus a whole lot of this...

- Will the Unamailer bomb the Net into oblivion?
- How to make a million on the Net
- Find out what Yahoo! founder Jerry Yang has got to say for himself.
- And a £9,000 Christmas competition (because we're nice like that).

Free!

http://www.futurenet.co.uk/

.net Issue 27 on sale Thursday, 5 December 1996

£3.50 with CD-ROM £2.50 without

GIANT CHRISTMA

Over £10,000 worth of PC gaming goodies are waiting to be won!

'TIS THE SEASON OF PEACE, GOODWILL AND religious celebration, but perhaps more overtly, also of absolutely unfettered, frenzied consumerism. A time of giving and RECEIVING. Yet we at PC GAMER recognise how often well-prepared pre-Christmas campaigns go awry. How many times has your list clearly marked 'PC Essentials' been callously disregarded by Father Christmas and replaced by a distinctly unmerry selection of Argyle socks and monogrammed handkerchieves? Resolved to do something to help, we've teamed up with the kindly old elves at some of the finest soft and hardware purveyors in the land to bring you over £10,000 worth of indispensable Christmas loot. The following six pages contain only the most desirable of gift ideas, and the Big One on page 208 wouldn't look out of place under that giant Norwegian tree that's plonked in Trafalgar Square every year.

GET AWAY WITH IT

WIN! 10 Game Gurus from 3DO!

With all the games you're sure to be presented with this Christmas, your gaming powers will no doubt be stretched to the limit. But never fear, because those 'friends of the people' 3DO have stumped up ten Game Gurus – the cyber bloodhound that sniffs out cheats for over 100 top PC games – so if you can't beat 'em, you can con 'em.

Write in with details of the dirtyist low down trick you've ever pulled (or perhaps you haven't but say you have) and the most despicable ten will swindle us out of a Game Guru. Each.

MAKE OVER

WIN! 3 3D Xpression + PC2 video accelerators from ATI!

See the world in a new light with ATI's latest 3D Xpression + PC2 video accelerator card. Gawp in amazement as it bustles along your polygons, gasp as it pulls your 2D games up by their bootstraps and rub your eyes in disbelief as it displays your graphics in unfathomable depth and detail.

And when you've recovered from all that, fiddle with the card and TV tuner facilities that enable you to watch your PC on your TV, your TV on your PC and, bewilderingly, even your PC on your PC. Unable to stop themselves, big-hearted ATI are giving away three such cards along with their TV tuner and a trio of games – *MechWarrior 2*, *Wipeout* and *Assault Rigs* – all of which are particularly splendid when stirred by the 3D Xpression.

All this is yours for the taking if you can answer this mysterious riddle: Which flower is always in your eye?

TAKE CONTROL

WIN! 3 Blackhawk joysticks from Gravis!

No gamer ever feels truly happy without their joystick close to hand, so our chums at Gravis have stepped in with three of their excitingly ergonomic Blackhawk joysticks, that so satisfied Steve Owen on page 198.

The joysticky question is:
Who is the eponymous Blackhawk?

S COMPETITION

LOOK OUT

WIN! 3 Sidewinder Pro joysticks, 3 copies of Win95 and piles of games from Microsoft!

The shiny faced lovelies at Microsoft are simply swollen with generosity this year. So it looks like we can all breath a sigh of relief, as even when their takeover of the entire planet is complete we'll still get loads of presents. And what bundles of joy await three of our worthiest readers. Wrapped up in pretty paper will be Microsoft's winter collection of a Sidewinder Pro joystick (the joystick of champions), Windows 95, and five Windows games, namely the blistering shoot-'em-ups *Hellbender* and *Deadly Tide*, the solid wargame *Close Combat* and the two proud Microsoft Games Of Distinction – *Flight Simulator For Windows 95* and the unfeasibly fun *Monster Truck Madness*.

Now then, just like Microsoft we all like a good window, but some people do such awful things to them, so our question is:

What on earth is the point of net curtains?

THREE OF THE BEST

WIN! 5 sets of *Screamer 2*, *Toonstruck* and *C&C: Red Alert* from Virgin!

It seems, of late, that not a month can go by without Virgin forcing another corking game upon us. "No! No!" we cry as we sit for hours before monitors with little choice but to award the racy *Screamer 2* 88%, the tickling *Toonstruck* 90% and the victorious *Red Alert* an-end-of-social-life-as-we-know-it 95%. And now Virgin are going to steal your life too as there are five sets of the above on offer, plus some uncommonly stylish T-shirts and copies of *Monkey Island 1* & *2*.

Exile yourself from the rest of humanity this Christmas by correctly answering: What does the name 'Stalin' mean?

IN THE WORKS

WIN! *Fragile Allegiance*, *Realms Of The Haunting*, *Hardcore 4x4* and *Reloaded* from Gremlin!

The jolly japers at Gremlin have got a bumper selection of games this yuletide, and they've creamed off a load just for you. They all look highly promising.

To win a Big Foot's stocking full of Gremlin games we need you to consider this:

***Reloaded* is full of amoral characters who wouldn't think twice about swearing in front of your mother. To show you're not the sort to be corrupted by such coarseness, we need you to come up with some sanitised expletives. Here's one to start you off, "Fun you, melon-farmer." Teehee.**

TOP GEAR

WIN! 10 copies of *F1 Manager*, 10 copies of *RAC Rally Championship*, and some T-shirts and posters from Europress!

F1 Manager and the breakneck *RAC Rally Championship* are a couple of the most realistic motorsport games of late, and our friends at Europress are justly proud of them. As such, they're wholeheartedly joining into the spirit of giving and receiving by giving away ten copies of each, which you'll be receiving along with a batch of posters and T shirts.

Rallying, then. It's always going on in Wales, and that's no bad thing. To triumph here, come up with the most tongue-swallowing Welsh place name you can (real or otherwise), and the ten most unpronounceable will win.

JOYSTICKS IN DISGUISE

WIN! 3 RSD multi-system from, er, RSD!

In the turbulent world of PC games, the modern gamer needs to be prepared for anything. Little does he know if the very next essential purchase will require the skills of a lone Gnat pilot over Moscow, a getaway driver on the right-hand side of the M4, or a courier biker in Sarajevo. But with the mighty morphing RSD multi-system you need never be caught out. With a deft twist of its clips it transforms into a steering wheel, flying yoke or handlebars and, remarkably, back again.

To demonstrate your versatility, cope with the following googly:

Which dinosaur could the Transformer 'Slag' transmogrify into?

FANCY THAT

WIN! 5 copies of *Tomb Raider* and 10 T-shirts from Core!

Steve Owen has fallen this month for the fatal charms of *Tomb Raider*. Its combination of strong leading lady, cryptic puzzles and farcical deaths have compelled him to award it the highly prized Game Of The Month award. Core, by way of celebration, are treating us to five copies and ten T-shirts.

Jonathan is passing away from PC GAMER this month, and so your tomby tie-in task is to write an epitaph in memory of him.

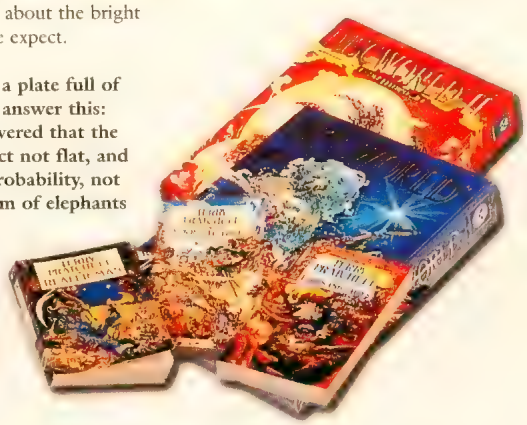
FLAT EARTH SOCIETY

WIN! 5 copies of *Discworld 2*, 5 Windows 95 upgrades, 5 joypads and lots of other *Discworld* things from Psygnosis!

Those happy go lucky chappies at Psygnosis are seemingly cracking up over their eagerly awaited adventure game *Discworld 2*. For with the words "take it all" they've chucked at us a veritable smorgasbord of Discworld-related goodies to be passed on to the worthy. Five A'Tuin-adoring readers could soon find themselves on the receiving end of a copy of *Discworld 2*, *Discworld*, a Windows 95 upgrade, oh yes, a delightful Sidewinder Pro joypad, a hardback *Discworld 2* guide book for those er, convoluted moments, a Terry Pratchett-himself signed Discworld novel, and a whole host of essential Discworld accessories like T-shirts, posters, mousemats, screen savers and Eric Idle warbling on CD about the bright side of death, we expect.

To lay claim to a plate full of *Discworld* gear, answer this:

Who discovered that the Earth was in fact not flat, and indeed, in all probability, not carried by a team of elephants and a turtle?



SPEAK UP

WIN! 3 huge Zy-Fi bass subwoofer systems from Zydec!

According to our extensive research, many PC owners will this Christmas be living in aural deprivation, hobbling along with cheap speakers that transmit with all the clarity of Lester Piggott wearing a muffler. To alleviate at least some of this suffering, we begged those pillars-of-the-community at Zydec to donate three of their new £90 Zy-Fi Bass subwoofer systems with satellite speakers.

Features to note include: plenty of wattage, and a wooden subwoofer housing which apparently shapes and enhances your bass performance, while chirpy treble issues forth from your high frequency tweeters.

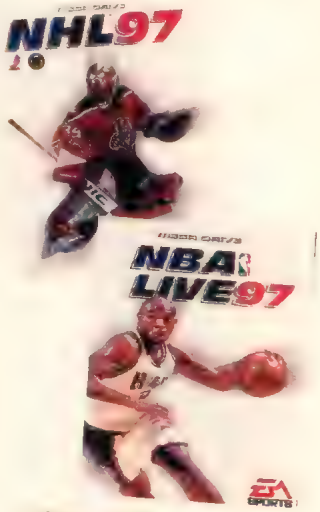
If a set of spanking new Zydec speakers sounds like you, then, pray tell:

What is the sound of silence?

A GOOD SPORTING CONTEST

WIN! 5 copies of *FIFA 97*, *NHL 97*, *NBA Live 97* and some footballs from EA Sports!

Being the jolly good sports they are, Electronic Arts have teamed up with us to bring you this strong squad of title winners. The crowd-pleasing *FIFA 97*, the smashing *NHL 97* and the all-American *NBA Live 97*. There are five prize lots up for grabs, but just wait and get a load of this: liberally sprinkled among the first few winners will be a no-less-than Jason McAteer signed shirt and some high quality footballs.



To score this onion bag of great sporting moments you must tell us:

Which sport was described as "the unspeakable in full pursuit of the uneatable"?

CHOCKS AWAY

WIN! 5 copies of *Flying Corps*, 10 hipflasks and 50 posters from Empire!

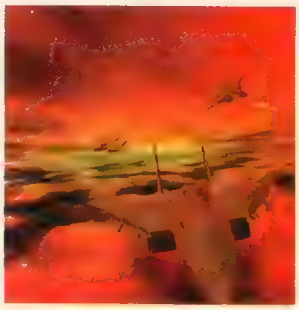
We're all looking forward to Empire's ace new game of World War 1 aerial duelling. Before long you'll be able to buzz about in Fokkers and bomb Big Bertha tanks, and to help you to do it Empire are offering 5 copies of *Flying Corps*, plus 10 finely embossed hipflasks, and 50 target identification posters.

To win, answer the following flying-related question:

What happens to Mayflys in June?

HI-FLIGHT ENTERTAINMENT

WIN! A flying lesson from Eidos! And 5 copies of *Jetfighter III!*



Our merry Eidos chums have, to our delight, agreed to give away five copies of their top flight sim *Jetfighter III* which Steve Faragher described as "mind blowing" in his review on page 113.

Jetfighter III is a simulation noted for being a slave to detail. And, just to help you appreciate how realistic it is, Eidos will take the first name out of our hat for a flying lesson. And although we can't promise you'll get behind the controls of an F-22 and loose off your cannon at any bogies, we're sure you'll get the general idea.

To be a credible 'Top Gun', however, you need a cool yet menacing call sign like Mr Frosty or The Dingo or Fodder. What would yours be?

WHEEL OF FORTUNE

WIN! A Formula T2 steering wheel from Thrustmaster!

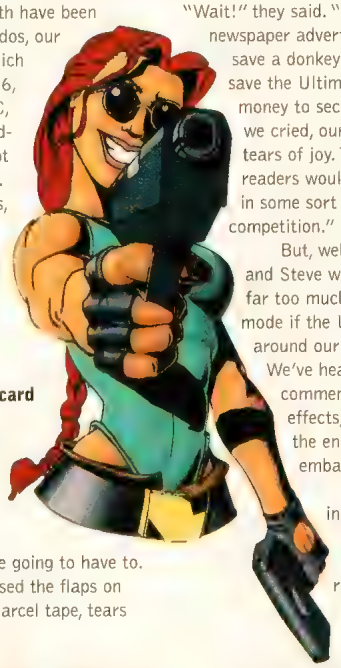
It must be said that once you've played a racing game with a steering wheel, it's difficult to go back to cursors. Soon, one PC GAMER reader will be on intimate terms with such luxury, as Thrustmaster have generously gifted us a Formula T2 system, which is a lot like having half the interior of a car plonked in front of your PC. And to ensure you get maximum motoring momentum from your pedals, gear stick and steering wheel, MicroProse have donated a copy of *GP2* to go with it.

To get your hands on the steering wheel, tell us:

What is the lowest order of primate that could still win in a Williams F1 car?

WIN! THE ULTI

AND THE ULTIMATE GAME – TOMB RAIDER – TO



THE TWO THINGS THAT'VE MOST impressed us this month have been *Tomb Raider*, from Eidos, our game of the month which has scored 93% on pages 82-86, and, of course, our Ultimate PC, the Dantium Pentium 200, road-tested on pages 62-65. Well, not *our* Ultimate PC, unfortunately. We wish desperately that it was, but sadly we've got to send it back to Dan now we've finished playing on it. And how we shall miss its:

- **Pentium 200 processor**
- **32Mb of RAM**
- **Matrox Mystique graphics card**
- **2.5Gb hard drive**
- **Eight-speed CD-ROM drive**
- **Windows 95**
- **80 Watt speakers**
- **£2,000 price tag**

Or, at least, we thought we were going to have to. But just as we were folding closed the flaps on the box and searching for the parcel tape, tears flowing down our cheeks, in walked Eidos. "Wait!" they said. "Rather like in one of those newspaper adverts that ask you for £100 to save a donkey in Spain, we're prepared to save the Ultimate PC. Here – have enough money to secure it for all time." Hooray, we cried, our tears of sadness turning to tears of joy. They went on, "One of your readers would no doubt love to win that in some sort of *Tomb Raider* competition." Bah.

But, well, *Tomb Raider* is jolly good, and Steve would only carry on spending far too much time playing it in SVGA mode if the Ultimate PC were to hang around our office for too much longer. We've heard far too many of his comments about the lovely swimming effects, the frightening monsters and the enormous levels, and how, embarrassingly, he fancies Lara.

So – all right – one incalculably lucky PC GAMER reader can have the Ultimate PC. And four runners-up can each have a copy of *Tomb Raider*.

THE "CHRISTMAS JUDGE AND JURY" COMPETITION

Considering that the uncanny box we have here, crackling with unearthly power and bathing the corner of our office in an eerie azure electrical glow, is the Thunder God of all PCs, we naturally have to be careful to choose someone who will be worthy of its favours. And so we must invoke the naughty/nice Christmas law in order that we may discriminate between those who deserve the Ultimate PC and those who aren't fit to receive a Christmas Day satsuma.

Thus, if you think this Supreme PC would look good under your tree, you must be able to demonstrate to us that you are a paragon of virtue by sending us an account of an altruistic act you've performed. Perhaps you've helped an old lady with some heavy shopping, done the washing up without being asked, or delivered an entire nation from tyranny.

If you want to make a really convincing case, you could back up your version of events with further documentary evidence such as photos, independent witness statements and any hard physical evidence, such as tattered rubber gloves or a brokered peace agreement, that corroborates the act.

Send in your dossier of evidence and character references, along with however many of the other answers on the coupon you can manage, to:

Giant Christmas Competition, PC GAMER, 30 Monmouth Street, Bath BA1 2BW.

Make sure your entry arrives by 31st January.

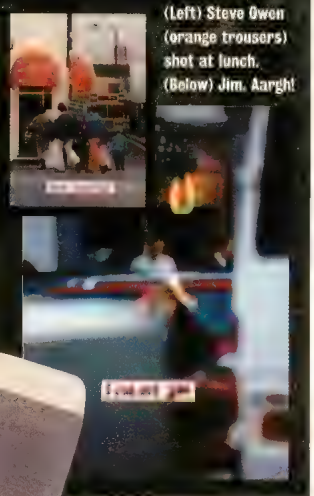
Rules

- Employees of Future Publishing, or any other contributing company, trying to enter can expect nothing but a lump of coal on Christmas Day.
- Entries should be filled out on the 'mega' coupon; supplementary pages may be added as necessary.
- Entries arriving after January 31st will be put in a box and forgotten about.
- There is no right of appeal against the editor's decision, whoever he may be.

MATE PC!

PLAY ON IT!

The Contest 35 winner was Alt Ctrl Deleter of Gloucester, whose six-week campaign of terror culminated in this shocking demonstration of our vulnerability.



(Left) Steve Owen (orange trousers) shot at lunch. (Below) Jim. Aargh!

I have answered as many of your questions as possible, as follows:

Get Away With It (Use separate sheet)

Make Over IRIS

Take Control

Look Out

Three Of The Best

In The Works Dear you, you scoundrelous nincompoop

Top Gear TYSTYSGRIF GYFFREDINOL

Joysticks in Disguise STEGOSAURUS

Flat Earth Society COLUMBUS

Fancy That

Speak Up

Chocks Away They die

A Good Sporting Contest hunting

In-Flight Entertainment

Wheel of Fortune MONKEY

And, of course, I attach my entry for the "Christmas Judge And Jury" Contest

Name

Address

Send this coupon to: Giant Christmas Competition, PC GAMER, 30 Monmouth Street, Bath BA1 2BW by 31st January.

Fish out of water

No. 4
A FISH FROM QUAKE

The lights dim. The turbines cool. The thing that goes whizz-wheee does no longer. Our experiments are at an end.

PCG'S SIX-MONTH-LONG experiment in transplantation, begun with the purest motive of furthering humanity's understanding of the universe or for something to do in the evenings, we forget which, now threatens to engulf us all so we end up mad?-mad?-we're-not-mad-ha-ha-ing at people and falling in vats. But before we archive our ciphered notes behind unsubtle bookcases and pinch at the wick, we'll just one more time brutally relocate a character to four alien gaming environments and see how it fares. Because we enjoy it.

SCREAMER 2

Flanking the fish, mighty vehicles revved their fearsome engines. The fish faced a stern challenge of stern Howard Stern proportions. The starter's flag swooped. Rocketing away at 116 mph in less than four seconds, the cars left the fish flopping noisily about the sizzling tarmac, sucking impotently at the dusty air. On

lap three the jack-knifing aquaphibian caught under the bumper of the prominent car, picking up speed considerably and technically leading the pack for 66 yards before causing a terrible crash and being disqualified for interference.
Adaptability: 0/10

ROAD RASH

Quickly forgetting its crushing defeat, the fish slouched across the leathery saddle of an ably peppy motorcycle. Mindful of the error we had made in not supplying a car, we sought to make amends by nimbly negotiating a first-class machine and monstrously vicious belabouring club. Perhaps endangering our studied impartiality, but wanting to end with success,

we broadly hinted at tactics the fish may like to employ. The lights flashed green. With jolly whoops the cyclists sped from the traps, leaving the fish flopping noisily about the sizzling tarmac, sucking impotently at the dusty air.
Adaptability: 0/10

FLYING CORPS

We scratched at our chins, plucked imaginary straws from our hair and flipped our fingers in frustration. Evidently we were not playing up the fish's strengths. Inspiration struck as we glanced into the sky, and within moments we'd injected the fish into this WWI flight sim like

ink from a rebel's bicycle pump. Of course, we didn't expect the fish to master the art of flying a biplane, where the slightest error stalls your bird into a fatal spiral. Using a special harness, we attached the fish to an observation balloon, where it flopped noisily about the platform, sucking impotently at the breezy air, and was shot down by an enemy biplane. The pilot misjudged his escape and stalled into a fatal spiral, but it was of minimal comfort.
Adaptability: 0/10

SUB CULTURE

To the clumsy, ill-bred layman, an innovative, laterally conceived scientific breakthrough may seem after the event to be deceptively obvious. This would be a fitting climax to our white-coated labours: the game's aquatic monsters were no match for the severely destructive fish, its marvellous digestive system would eke valuable protein from the plankton drifts, and

with its elementary understanding of tools the fish could fashion coral armour. Shaking hands with each other, we popped it in a sub and sent it on its way. It flopped noisily about the bridge, sucking impotently at the oily air.
Adaptability: 0/10

Overall adaptability: 0/10

NEXT MONTH IN PC GAMER

The January issue of PC GAMER will be at your service from Friday 20th December.

Keep an eye open especially wide for the January issue of PC GAMER, as it'll contain our incredible 1997 Preview, containing details of all the PC games that'll be released next year. There'll also be a desirable *Command & Conquer* special CD.

This Christmas, 8 high performance cars will be joyridden...

BY YOU.

S2 Screamer2

MILESTONE

BETTER THAN PRISON

PC CD-ROM
PLAYSTATION CD-ROM

Virgin INTERACTIVE entertainment

© 1996 Milestone. All rights reserved. Published by Virgin Interactive Entertainment (Europe) Ltd. All rights reserved.
Virgin is a registered trademark of Virgin Enterprises Ltd. Virgin Interactive Entertainment (Europe) Limited 2 Kensington Square, London, W8 5RB.

SWIV 3D

THE MOTHER OF ALL SHOOT'EM-UPS IS OUT NOW

...AND IT DOES EXACTLY WHAT IT SAYS ON THE BOX!

PC FORMAT SILVER

"The best blend of next generation graphics and good old-fashioned gameplay the PC's been host to."

- PC FORMAT

PC ZONE RECOMMENDED

"SWIV is a huge game"

- PC GAMER

"SWIV 3D sweeps you off your feet and steals your heart... highly recommended"

- CD-ROM TODAY - Best Buy

GAME OF DISTINCTION PC GAMER December 1996

SCi-Fi

PC CD/ROM

Win95 & MS-DOS versions

SCi™

© 1996 SCi (Sales Curve Interactive) Ltd. All rights reserved.
SCi is a trademark of SCi (Sales Curve Interactive) Ltd. SCi (Sales Curve Interactive) Ltd. is a subsidiary of SCi Entertainment Group PLC. All trademarks are acknowledged. E&OE.
Head Office: SCi (Sales Curve Interactive) Ltd. Unit 11, Ivory House, Plantation Wharf, Clove Hitch Quay, Battersea, London, SW11 3TN, England, UK.
Tel: +44 (0)171 585 3308 Fax (0)171 924 3419.

Download the explosive free playable demo - www.sci.co.uk

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!